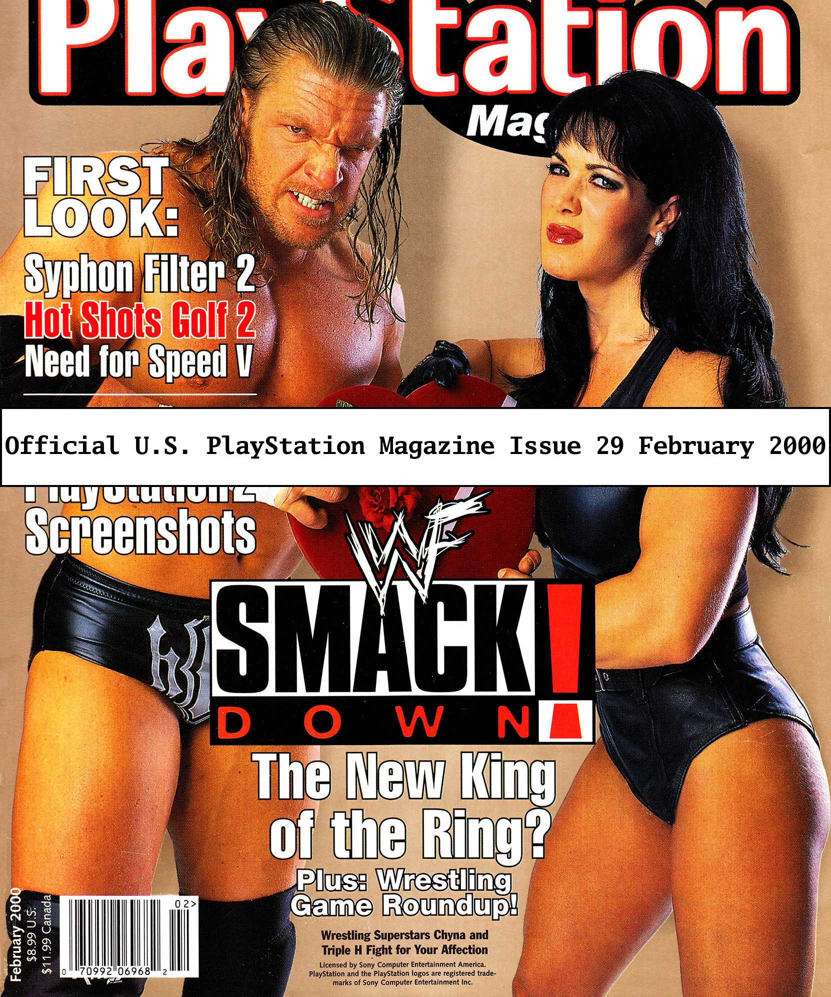
ZIFF-DAVIS
a SOFTBANK company

Official U.S. PlayStation Magazine

VOLUME 3
ISSUE 5

PlayStation



FIRST LOOK:

Syphon Filter 2
Hot Shots Golf 2
Need for Speed V

Official U.S. PlayStation Magazine Issue 29 February 2000

PlayStation2
Screenshots

WWF SMACK DOWN!

The New King of the Ring?

Plus: Wrestling Game Roundup!

Wrestling Superstars Chyna and Triple H Fight for Your Affection

Licensed by Sony Computer Entertainment America. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

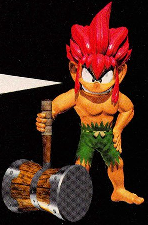
February 2000
$8.99 U.S.
$11.99 Canada

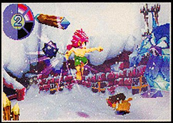
02>
0 70992 06968 2

PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
Comic Mischief
WhoopeeCamp

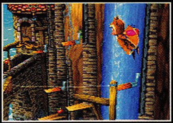
Tomba! is a trademark of WHOOPEE CAMP® Co. Ltd. ©1999 WHOOPEE CAMP Co. Ltd. PlayStation and the PlayStation

TOMBA! 2
THE EVIL SWINE RETURN™

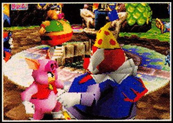

JUST BECAUSE YOU'VE GOT THE HAIR, DOESN'T MEAN YOU'VE GOT THE POWER.



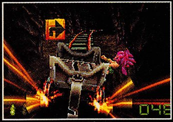
TOMBA PUTS THE GIANT HAM ON ICE.



FLYING SUITS. STYLISH YET FUNCTIONAL.



TOMBA GOES COVERT WITH A PIG SUIT.



BEAT THE CLOCK. JUMP THE TROLLEY.

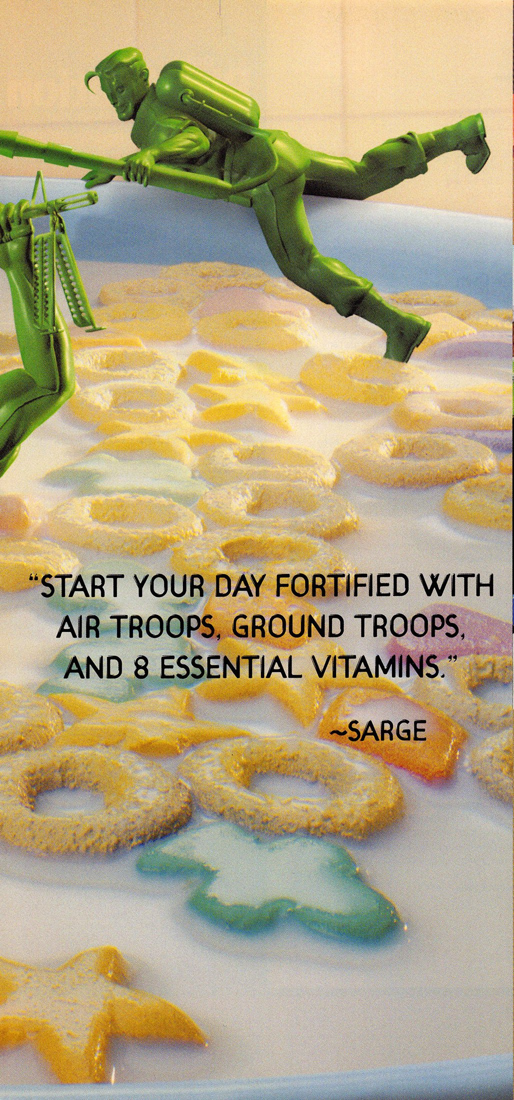
SORRY, TOUGH GUY. BUT THERE'S ONLY ONE TOMBA. AND HE'S ON HIS WILDEST ADVENTURE YET.

WWW.PLAYSTATION.COM

logos are registered trademarks of Sony Computer Entertainment Inc.

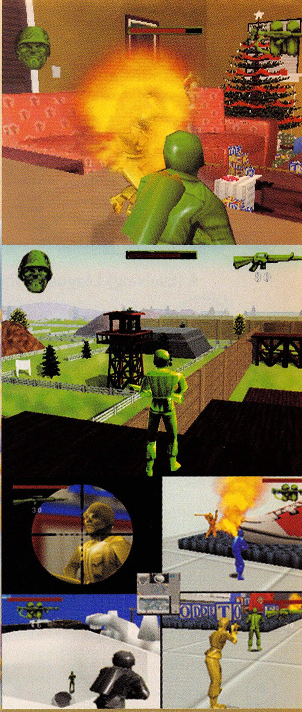
NINTENDO64
PlayStation
TEEN
T
CONTENT RATED BY
ESRB

© 1999 The 3DO Company. All Rights Reserved. 3DO, Army Men, Sarge's Heroes, Real Combat. Plastic Men., and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64 and the "N"logo are registered trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.



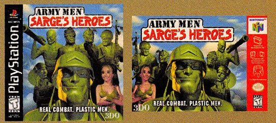
“START YOUR DAY FORTIFIED WITH AIR TROOPS, GROUND TROOPS, AND 8 ESSENTIAL VITAMINS.”

~SARGE



ARMY MEN™ SARGE'S HEROES™

REAL COMBAT. PLASTIC MEN.™

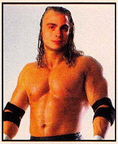

ARMY MEN
SARGE'S HEROES
PlayStation
REAL COMBAT. PLASTIC MEN.
3DO
ARMY MEN
SARGE'S HEROES
REAL COMBAT. PLASTIC MEN.
3DO

3DO™

www.armymen.com

Editorial

A few unofficial words from the official editor-in-chief



In order for his staff to be properly prepared to do a feature on a wrestling game, Kraig and his crew became wrestlers themselves by bulking up, waxing their chests, and getting bad haircuts.

A (Evolving) League of Their Own

In case you haven't been paying attention—there have been an insane amount of wrestling games pouring onto the PlayStation lately. Every league is getting a piece of the action, no matter how popular it really is. WWF, WCW, nWo ECW have already been, or will be PlayStation games. It seems that if a league can find a decent excuse to pack lots of big, sweaty men into a small ring, it's good enough reason to put them in a video game.

Since wrestling really took off a couple years ago, every PlayStation game company on Earth has been jockeying feverishly to secure a license to stick onto their wrestling games, and the big shakedown hasn't finished yet. In fact, Acclaim just invested heavily (and perhaps foolishly) in the ECW, a very questionable no-holds-barred wrestling league.

Slowly, but surely, a game or two will distinguish themselves from the pack (which has been pretty mediocre thus far), and we're betting on the newest one featured on this month's cover—WWF SmackDown!. As is true with any game, the superior one is the one that plays the best. But the wrestling game that will become a blockbuster is the one that combines atmosphere and authenticity with its gameplay.

Whether fans like to admit it or not, wrestling really became popular once it let go of its unconvincing fog of realism and turned to soap opera-like drama and storylines. We're all suckers for drama—and that's something that game companies have wisened up to as they rush to make their wrestling games best embrace it. For example, Acclaim's WWF Attitude (they have since lost the WWF license) had an ingenious "Create Your Own Pay-Per-View" feature and now THQ's WWF SmackDown! let's you venture way outside the ring, where all of the personal confrontations "really'"take place. Moreover (as you'll see in our feature later in this issue), each character's signature moves and nuances are being painstakingly re-created, along with dramatic television-style camera angles that make SmackDown! look and feel more like the television show and less like the static wrestling videogames we're all used to.

It took about five years for PlayStation wrestling games to get to this point—a little too long, if you ask me. But to be fair, they had an auspicious beginning, since almost every wrestling game in the first three years was horrid, not to mention that wrestling as a form of entertainment is evolving. We'll leave it to your opinion whether it's for the best or not.

One thing we can all agree on is that wrestling fans should be very excited about the impending arrival of the PlayStation2 , since it seems perfectly capable of embracing the drama these games need. And now companies are ready to give it to them.

After all, the PlayStation2 is powered by the "Emotion Engine," isn't it?

Kraig Kujawa
Editor-in-Chief

Mission Statement

The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

Official U.S. PlayStation Magazine

PUBLISHER
Dale Strang

EDITORIAL
Editorial Director J.E. Funk • joe_funk@zd.com
Editor-in-Chief Kraig Kujawa • kraig_kujawa@zd.com
Managing Editor Gary Steinman • gary_steinman@zd.com
Deputy Editor Joe Rybicki • joe_rybicki@zd.com
Associate Editor Mark MacDonald • mark_macdonald@zd.com
West Coast Editor Wataru Maruyama • wataru@gamespot.com
Contributing Editors Doug Erickson • Brian Glick • Joe Gray • Johnny Masthead • Jim Mazurek • Andy Pfister • Andrew Vestal
Copy Editors Dan Peluso • Jennifer Whitesides

DESIGN
Creative Director Michael Stassus
Senior Art Director Bob Conlon • bob_conlon@zd.com
Art Director Donna O'Hara
Contributing Art Directors Tim Davis • Jason Hinman

TOKYO BUREAU
Mixx Entertainment, Inc.
Stuart Levy, CEO & Bureau Chief
Matthew Galgani, Producer
Kiyomi Fukuyama, Editorial Manager
Yutaka Ohbuchi, Japanese Correspondent

PRODUCTION
Production Director Carlos Lugo
Senior Prepress Manager Peter Discoe
Prepress Manager Dave McCracken
Electronic Prepress Technician Chris Melody
Project Leader Mark LeFebvre
Analyst Scott Parus

ZD GAME GROUP
Business Director Cathy Bendoff

CIRCULATION
Circulation Director Joan McInerney
Circulation Director Shirley Viel
Senior Newsstand Sales Manager Don Galen
Subscription Service Number:
(303) 665-8930 (U.S. Only)
http://service.playstationmagazine.com

ADVERTISING INQUIRIES CONTACT:
ZD Game Group
50 Beale Street, 12th floor San Francisco, CA 94105
tel: (415) 547-8783 fax: (415) 547-8777
Group Associate Publisher
Suzie Reider • suzie@zd.com
Telephone (415) 357-4915
National Sales Manager, Northwest
Anthony George • anthony_george@zd.com
Telephone (415) 547-8774
Account Executive, Northwest
Mary Gray • mary_gray@zd.com
Telephone (415) 547-8782
District Sales Manager, Southwest
Karen Landon • karen_landon@zd.com
Telephone (760) 942-6277
Account Executive, Southwest, Midwest & East Coast
Linda Philapil • linda_philapil@zd.com
Telephone (415) 547-8781
District Sales Manager, Midwest & East Coast
Marc Callison • marc_callison@zd.com
Telephone (630) 382-9034
Senior Marketing Manager & Creative Director
Rey Ledda • rey_ledda@zd.com
Telephone (415) 547-8775
Associate Marketing Director
Sat Sharma • sat_sharma@zd.com
Telephone (415) 357-4935
Senior Ad Production Manager
Dennis Fitzgerald • dennis_fitzgerald@zd.com
Telephone (415) 357-4998 Fax (415) 547-8868
Advertising Production Coordinator
Teresa Newson • teresa_newson@zd.com
Telephone (415) 357-5428
Advertising Coordinator
Tippler Ubbelonde • tippler_ubbelonde@zd.com
Telephone (415) 357-4930

Official U.S. PlayStation Magazine (ISSN #1094-6683) is published monthly by ZD Inc., P.O. Box 3338, Oak Brook, IL 60522-3338. Periodicals Postage Pending at Lombard, IL and additional mailing offices. Single-issue rates: $7.99. Subscription Rates: One Year (12 issues and 12 demo discs) $39.97 U.S., $65.97 all other countries. We periodically make lists of our customers available to mailers of goods and services. If you do not wish to receive such mailings, please write to us and include a copy of your mailing label. Subscription Service Questions and Address Changes Write to: Official U.S. PlayStation Magazine, P.O. Box 55362, Boulder, CO 80322-5362. Call us: (303) 665-8930 U.S. or (303) 604-7445 all other countries. Fax us: (303) 604-7455 U.S. or (303) 604-0540 all other countries. Or visit our subscription Web site at http://service.playstationmagazine.com. The editors and publishers are not responsible for unsolicited materials.

Without limiting the rights under copyrights reserved herein, no part of this publication may be reproduced, stored in or introduced into a retrieval system, or transmitted, in any form, or by any means (electronic, mechanical, photocopying, recording, or otherwise) without the prior written notice of ZD Inc. To reuse any material in this publication, obtain a permission request form at www.icopyright.com/zd, or have a form faxed or mailed to you by calling (425) 430-1663. Copyright © 1999, ZD Inc. All Rights Reserved. TM & © for all other products and the characters contained therein are owned by the respective trademark and copyright holders. All materials in this magazine are subject to change and the publisher assumes no responsibility for such changes.

The Canadian GST registration number is 14049 6720 RT. Printed in the USA.

FOOTWEAR WILL NEVER BE THE SAME...
Pressure
72
The Pressure
THE
PRESSURE
WWW.MARCECKŌFOOTWEAR.COM
A SHOE COLLECTION PROCESSED BY
Marc Eckō

Symptoms of Fear:

Perspiration

Dilation of Pupils

Trembling

Nausea

Loss of Appetite

Dry Mouth

Remember, the only thing to fear is fear itself. Especially in this deadly mercenary mission where your own emotional responses determine what happens next. So go ahead, make your move. Just be sure to keep your fear in check.

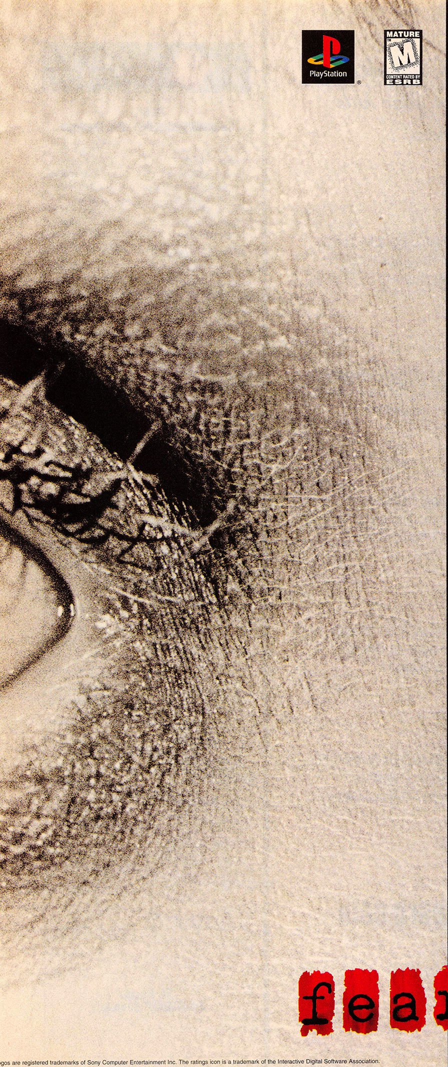
EIDOS, EIDOS INTERACTIVE, and the EIDOS INTERACTIVE LOGO are all registered trademarks of Eidos Interactive.Fear Effect is a trademark of Eidos Interactive. PlayStation and the PlayStat

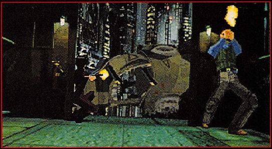
PlayStation

MATURE M CONTENT RATED BY ESRB

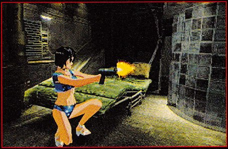
KRONOS DIGITAL ENTERTAINMENT INC.

EIDOS INTERACTIVE
eidos.com





NON-INTERRUPTED GAMEPLAY for more debilitating action and power. Comes in handy for the **THREE RUTHLESS MERCENARIES** whose destinies you control.



MOTION FX TECHNOLOGY. Pre-rendered, fully animated backgrounds creating a frighteningly real world.

Breakthrough **SUSPENSE/ACTION ADVENTURE** game. Beyond your realm of fear. Beyond any 3rd person game created.

fear effect™

It can recognize your fear. Can you?

ogos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

"Because we don't want your kids slaughtering in their games if you don't want your kids slaughtering in their games."

EARLY CHILDHOOD
CONTENT RATED BY ESRB

EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE
CONTENT RATED BY ESRB

EVERYONE RATING: The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN
AGES 13+
CONTENT RATED BY ESRB

TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE
AGES 17+
CONTENT RATED BY ESRB

MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY
CONTENT RATED BY ESRB

ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

ESRB Rating System: www.esrb.com

ZIFF-DAVIS a SOFTBANK company
ELECTRONIC GAMING MONTHLY™
EXPERT GAMER™
Official U.S. PlayStation Magazine
COMPUTER GAMING WORLD™

ZIFF-DAVIS a SOFTBANK company

ZD INC.
CHAIRMAN AND CEO Eric Hippeau

Chief Financial Officer	Timothy C. O'Brien
President, ZD Events	Jason E. Chudnofsky
President, SmartPlanet	Chris Dobbrow
President, ZD Corporate Operations	Terri Holbrooke
President, ZD Publishing	Michael S. Perlis
President, ZDNet	Dan Rosensweig
President, ZD Education	Terry Nulty
President, ZDTV	Larry W. Wangberg
Senior Vice President, General Counsel and Secretary	J. Malcolm Morris
Senior Vice President, Development and Planning	Daryl R. Otte
Senior Vice President, Corporate Marketing	Charlotte Rush
Vice President, Controller	Mark Moyer
Vice President, Tax	Stuart Simon
Vice President, Treasurer	Thomas L. Wright
Vice President, Human Resources	Tracy Mitchell
Vice President, Information Technology	James Rust
Vice President, Corporate Programs	Marylou Berk
Vice President, Business Development	Lee Feldman
Vice President, Corporate Research	Elda Vale
Vice President, Marketing Communications	Barbara Lyon

Integrated Client Sales

Executive Vice President	Nancy Newman
Executive Vice President	Aaron Goldberg
Senior Vice President	Rita Burke
Vice President, Corporate Sales	Scott Murphy

ZD PUBLISHING

President & CEO	Michael S. Perlis
Executive Vice President/Publishing The Enterprise Group	Jack Dolce
Executive Vice President/Publishing ZD Publishing, General Manager	Tom McGrade
Executive Vice President/Publishing PC Magazine	Michael J. Miller
Executive Vice President/Publishing Consumer Publications	Jim Spanfeller
Senior Vice President/Publishing Publisher, PC Magazine	Peter Longo
Senior Vice President/Publishing Publisher, Interactive Week	Alan Perlman
Vice President/Publishing Editor, PC Week	John Dodge
Vice President/Publishing Editor in Chief, Yahoo! Internet Life	G. Barry Golson
Vice President/Publishing, Production	Roger Herrmann
Vice President/Publishing Publisher, Computer Shopper	Tom Jones
Vice President/Publishing Editor in Chief, PC Week	Eric Lundquist
Vice President/Publishing Editor in Chief, ZD Publishing Technology	Bill Machrone
Vice President/Publishing International & Integrated Sales Development	Jim Manning
Vice President/Publishing Circulation	Charles Mast
Vice President/Publishing Editor in Chief, Family PC	Robin Raskin
Vice President/Publishing Publisher, PC Week	Sloan Seymour
Vice President/Publishing Editor in Chief, PC Computing	Paul Somerson
Vice President/Publishing, Game Group	Dale Strang
Vice President/Publishing Publisher, Yahoo! Internet Life	Paul Turcotte

ZD Labs

Vice President and General Manager	Mark Van Name
Chief Technology Officer, ZD Labs	Bill Catchings
Director	Eric Hale
Director	Lauren Black

Ziff-Davis,
A SOFTBANK Company

"...easily the most realistic and challenging skater yet"

Official U.S. PlayStation Magazine
-August 1999

Over 100 tricks to pull.

Legendary skate spots including
China Banks, the Brooklyn Banks
and more.

The best video game soundtrack
ever compiled featuring. . .

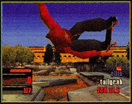
RUN DMC

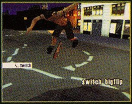
PUBLIC ENEMY

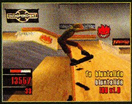
A TRIBE CALLED QUEST

GANG STARR

AND MORE...







IN GAME SPONSORS

REAL
INDEPENDENT
DC
THINK
Supreme
Forties
ALIEN WORKSHOP
STEREO
ROOKIE
FTC SKATE SHOP
SANTA CRUZ

FREE

Rockstar Motorola Pager with a purchase of Thrasher®: Skate and Destroy

MOTOROLA
FREE PAGER!
ROCKSTAR GAMES

WWW.ROCKSTARGAMES.COM

THRASHER
PRESENTS
SKATE AND DESTROY

www.skateanddestroy.com

DEVELOPED BY
Z-AXIS

TEEN
T
CONTENT RATED BY
ESRB

PlayStation®

*One year numeric service contract required PLEASE NOTE: Credit card payment for twelve (12) months prepaid numeric air time service at $10.33 per month (total of $124.00), plus $10.00 shipping/handling and all applicable taxes and FCC charges required at time of order (non-refundable). No activation fee. Free pager must be claimed by 12/31/00. Offer good only where service coverage and local numbers are available. Where local number is unavailable, a toll-free number may be offered for an additional charge. Alphanumeric service available at an additional charge. Purchase subject to standard terms and conditions of service provider. Occasional promotional messages may be sent by sponsor. Offer good in U.S. only. Void where prohibited. Offer available while supply lasts. FLEX technology not available in all areas. Motorola, FLEX, Wordline are trademarks or registered trademarks of Motorola, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Z-Axis and the Z-Axis logo are registered trademarks of Z-Axis Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive Software, Inc. Sony Computer Entertainment of America takes no responsibility for this offer.

PlayStation®

Photo by Rafael Fuchs

Contents

WWF Smackdown!

We give you the scoop on what may be the first truly great wrestling game on the PlayStation, along with a roundup of all the PS wrasslers to date.

78

Syphon Filter 2

Check out this huge batch of the first Syphon Filter 2 shots, plus find out what new features and fixes 989 has in store to top their biggest hit of last year.

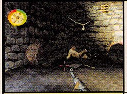
68

Gran Turismo 2

After a slight delay, GT2 has finally arrived. Find out what we thought of this groundbreaking game. Is it everything we hoped for, or does it fail to live up to the hype?

86

Medal of Honor



This month's exhaustive strategy takes you step by step through each level of Medal of Honor, as well as giving you a complete guide to earning every multiplayer character.

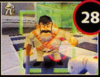
100

Letters

In addition to our regular collection of nifty contests, we talk about DVD territoriality, Star Ocean: the *first* story, our End of the World Survival Guide and what happened to IS: Internal Section.

20

News



So many PlayStation2 screens, so little space! We packed this section full of all the latest, greatest PS2 shots. Also, find out why Toy Story 2 has some people enraged.

28

Previews

Find out what you'll be playing in the months to come. Fear Effect and Ace Combat 3 lead off the pack, followed by Colony Wars Red Sun, Marvel vs. Capcom, Gekido and lots of other fine titles.

50

International

A non-Japanese game actually made it into International this month! Check out the awesome-looking new shooter Space Debris straight from the U.K., and a pair of upcoming Namco titles.

75

Reviews

Will the young Lara thrust some much-needed energy into an aging franchise? Will SaGa Frontier 2 redeem its predecessor? Read our definitive opinions on 17 new games.

84

Tricks

If it's nostalgia you want, we've got a code that unlocks the Classic Mode in Space Invaders. Plus, hot tricks for Tomb Raider: TLR, Twisted Metal 4, Medal of Honor and a few others.

112

g.e.a.r.

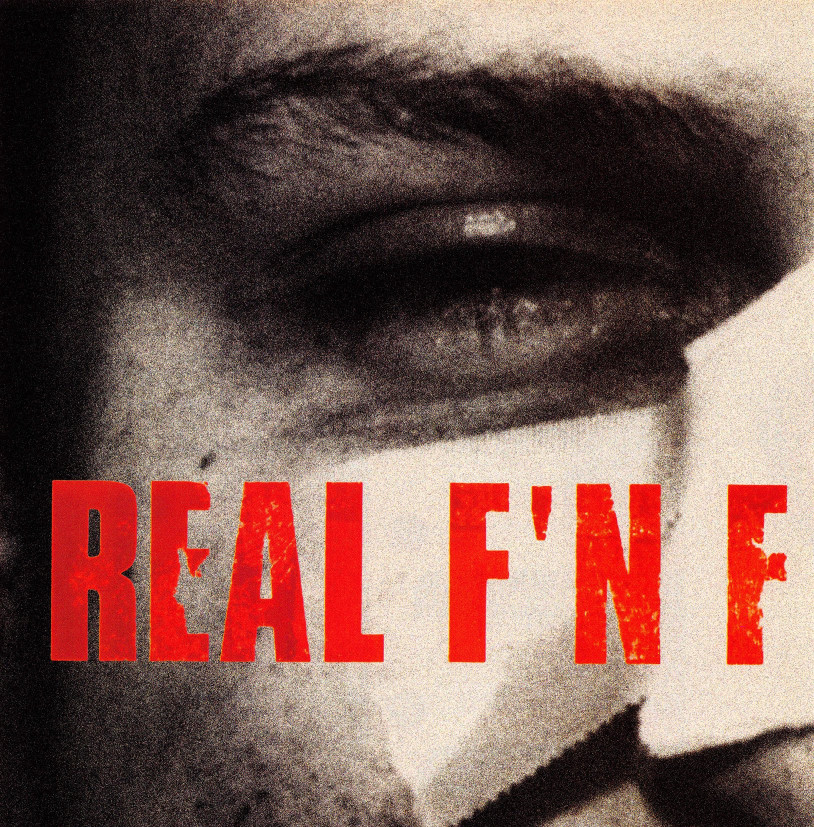
Not one, not two, but three different controllers all try to topple the mighty Dual Shock. Find out how they stack up. We also strap on a pair of goggles that promise big-screen TV in a small package.

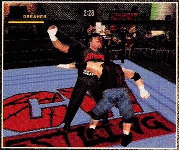
116

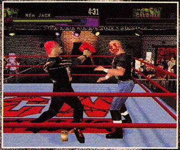
Demo Disc

Take Tomba! 2 for a test spin courtesy of our well-rounded Demo Disc. And speaking of "well-rounded," how about spending some quality time with the lovely Lara Croft? We've got her and lots more.

118







SUPER CRAZY
9:03
JERRY LYNN
STORM

MATURE
M
CONTENT RATED BY ESRB
Animated Violence
Strong Language

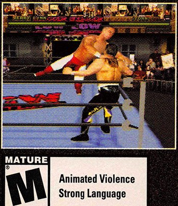
NINTENDO 64

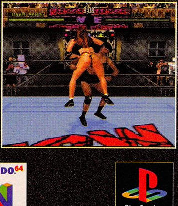
PlayStation

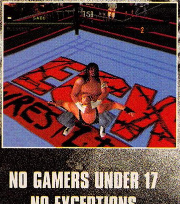
NO GAMERS UNDER 17
NO EXCEPTIONS

ECW is a trademark of HHG, Corp. ECW Hardcore Revolution™ and Acclaim® © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. TNN© and the TNN logo are registered trademarks of Network Enterprises, Inc. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Screen shots shown were taken from the PlayStation version of the video game.

ANS
HARDCORE
ECW
REVOLUTION™
BEG FOR IT
2:17:00
WWW.HARDCOREREVOLUTION.COM
WATCH ECW FRIDAYS AT 8PM ON TNN®
Acclaim®
www.acclaim.com







MATURE
M
CONTENT RATED BY
ESRB

Animated Violence
Strong Language

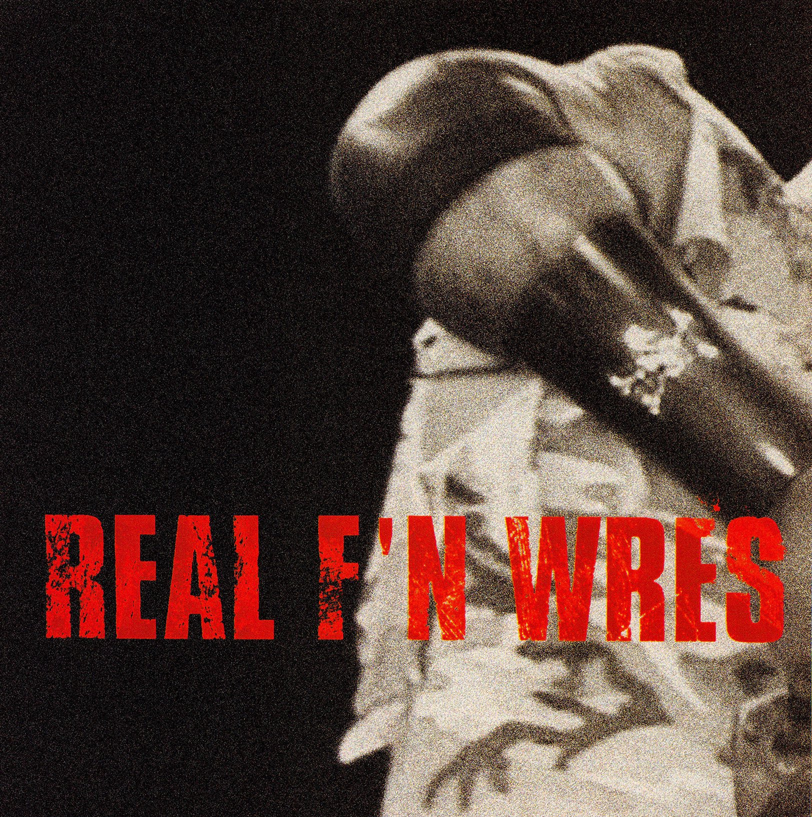
NINTENDO64

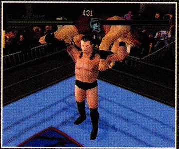
PlayStation ®

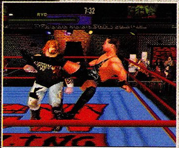
NO GAMERS UNDER 17
NO EXCEPTIONS

ECW is a trademark of HHG, Corp. ECW Hardcore Revolution™ and Acclaim® © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. TNN® and the TNN logo are registered trademarks of Network Enterprises, Inc. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Screen shots shown were taken from the PlayStation version of the video game.

RD
HARDCORE
ECW
REVOLUTION™
BEG FOR IT
2:17:00
WWW.HARDCOREREVOLUTION.COM
WATCH ECW FRIDAYS AT 8PM ON TNN®
Acclaim®
www.acclaim.com







SPIKE
8:51
BIG SAL

MATURE
M
CONTENT RATED BY ESRB

Animated Violence
Strong Language

NINTENDO 64

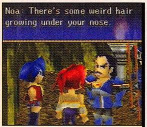
PlayStation

NO GAMERS UNDER 17
NO EXCEPTIONS

ECW is a trademark of HHG, Corp. ECW Hardcore Revolution™ and Acclaim® © 1999 Acclaim Entertainment, Inc. All Rights Reserved. Developed by Acclaim Studios Salt Lake City. All Rights Reserved. TNN® and the TNN logo are registered trademarks of Network Enterprises, Inc. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Screen shots shown were taken from the PlayStation version of the video game.

TLING
HARDCORE
ECW
REVOLUTION™
BEG FOR IT
2:17:00
WWW.HARDCOREREVOLUTION.COM
WATCH ECW FRIDAYS AT 8PM ON TNN®
Acclaim®
www.acclaim.com

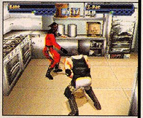
Caption Contest Winner



Noa: There's some weird hair growing under your nose.

**"That's because I junctioned Puberty to my Maturity status."
Jeffrey Landry
jklandry@netsurf.de**

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 22.]

Marking Territory

Dear *OPM*,

I was reading your most recent publication when I read that the PlayStation2 can play DVD movies out of the box. The launch of the PS2 happens to coincide with a trip I'm planning to Japan. I was wondering, if I bought a PlayStation2, would it be able to play American DVD movies?

freeman@micron.net

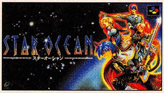
Much like PlayStation games, DVDs have a territorial lockout system that prevents movies from running on DVD players from a different territory. Though Sony has not addressed this specific issue, it's extremely unlikely that the PlayStation2 will bypass this system. So the answer to your question, unfortunately, is almost definitely no.

Second to None

Dear *OPM*,

I was playing Star Ocean: The 2nd Story, and I realized that I have never seen the *first* Star Ocean! I don't even know if the first story was even released! The 2nd Story is a really good game, so I was wondering if you have any information or screenshots of the first Star Ocean, and can you tell me what system it was on?

Ian Ferry
fairydust09@hotmail.com



STAR OCEAN
これがフルモーション・アクティブバトルだ!
エニックス

The first Star Ocean was the last RPG to be released for Nintendo's Super Famicom, the Japanese equivalent of the Super Nintendo; the game never made it to the States. The games have a good deal in common because, unlike Square's Final Fantasy series, Star Ocean 2 is a true sequel: It takes place 20 years after the conclusion of the original, and hero Claude Kenni is actually the son of one of the characters from the first game. The original is worth checking out...if you read Japanese.

Letter of the Month

Dear OPM,

In a recent Letters section you wanted to know if $300 for the PlayStation2 would be acceptable to consumers. I believe that the $300 is no problem for older gamers (i.e., those who work for a living). The problem I see is that parents of the young gamers will have a hard time shelling out $300 for a system when their child probably already has a PlayStation sitting at the TV.

Children of the world better have a fantastic answer prepared when their parents ask the same question mine asked when I wanted to go from Colecovision to the original Nintendo: "What's wrong with the system you have now?" Start working on that answer now!

As for me, I'll buy a PlayStation2 the first week it comes out. The main reason I'll choose the PS2 over any other system is that all the PlayStation games I own now will work with the PS2. I do not want to have two gaming systems sitting at my TV set and have to switch back and forth between the two.

**Convenience, DVD, powerful memory card, high-quality graphics, programmers support...I'll wait for the PlayStation2—$300 or not.
Benjamin Bishop
Hickory, North Carolina**

We have another suggestion for the "children of the world": Convince your parents that THEY actually need a PlayStation2. After all, the thing will have DVD capabilities as well as the ability to interface with many of their PC "toys." Then your only problem will be tearing them away from the TV so you can play.

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!

Problematic Polybag

A couple of reviews printed on the polybag of our last issue didn't appear in the magazine. We were promised review copies of these games by the companies, but they were delayed at the last minute, after the bag had been printed. Instead of reviewing an unfinished product, we pushed those reviews to the subsequent issues. We apologize for those problems.

we want your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

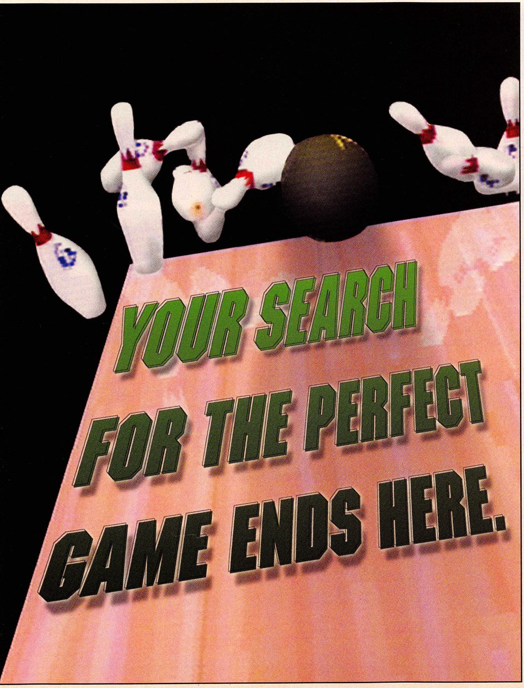
To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.
We can't wait to hear from you.

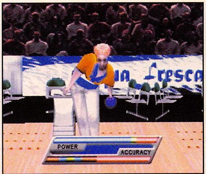
www.brunswickbowling.com | www.thq.com

Brunswick is a registered trademark of Brunswick Corporation. Brunswick Pro Staff is a trademark of Brunswick Bowling & Billiards Corporation. Brunswick Circuit Pro Bowling is a trademark of THQ INC. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. ©1999 THQ INC. THQ TM 1999 THQ INC.

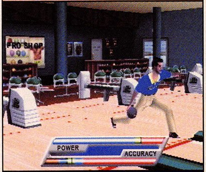
PlayStation
NTSC U/C
Brunswick
CIRCUIT PRO BOWLING 2
EVERYONE
E
CONTENT RATED BY ESRB
THQ

AVAILABLE WHEREVER VIDEO GAMES ARE SOLD

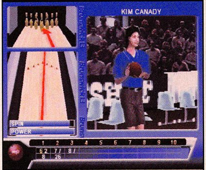

YOUR SEARCH FOR THE PERFECT GAME ENDS HERE.


POWER
ACCURACY

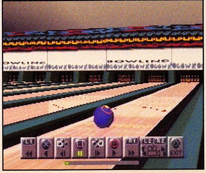
Enhanced Create-A-Bowler Mode


PRO SHOP
POWER
ACCURACY

Multi-player bowling party action for up to eight


KIM CANADY
SPIN
POWER

Updated Brunswick Pro Staff™, including females



Nine modes of play including brand new Team Play and Skills Challenge

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

IS Isn't

Dear *OPM*,

I was flipping through an old *OPM* and saw in the Coming Soon section a game called IS: Internal Section by Squaresoft. I was just wondering if it ever was released here or was scratched?

Ross Sigworth
gabriel@mechpilot.com

Unfortunately, as of this writing Square has no plans to bring this unique shooter to the U.S.

Mr. Minutia

Dear *OPM*,

I just noticed an interesting detail on the opening picture for the End of the World Survival Guide [Vol. 3, Iss. 4]: On the stack of games Kraig holding is a copy of Final Fantasy VIII. Now, I may be wrong, but the last time I checked, FFVIII came in a double-sized jewel case, not a single disc one like it appears in your picture.

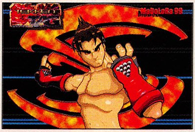
Marshall Savoy
dark_dragon@drivernet.com

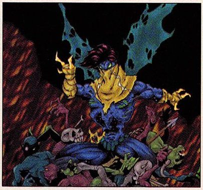
Holy cow, talk about perceptive readers! The truth is, we didn't want to damage our precious copy of FFVIII, so we used a stunt double. You only missed one tiny detail, Marshall: That's not Kraig—it's a paid model.

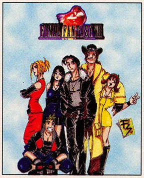
DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

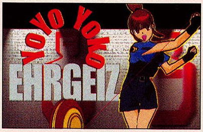
The Reader Art Challenge

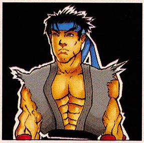
Every month we'll be picking one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions.











This month's artists, clockwise from above: our winner Andy Mandolora, Honolulu, HI; S. Denton Zabel, Crest Hill, IL; Fhernando Solis, Scarborough, Ont.; Sakona Kong, via the internet; and John Duckett, Bowie, MD.

3 ways to reach us

snail mail:
PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

fax:
If you need to
reach us now
630 382 9010

e-mail:
opm@zd.com
and check us out on
www.videogames.com

Official Contest and Sweepstakes Rules

TOP 10 MOST WANTED SWEEPSTAKES
Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-sized postcard containing your name, address and phone number together with your list of 10 most wanted video games to "Top Ten Most Wanted" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail it to dan_peluso@zd.com or fax it to (630) 382-9010. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff-Davis and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive two (2) video games as determined by Namco. Grand Prize has an approximate retail value of $80. Winners shall be determined by a random drawing of all valid entries by OPM editors, whose decisions are final. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsor should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., Namco nor their respective affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to OPM Top 10 Most Wanted Winners List, P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

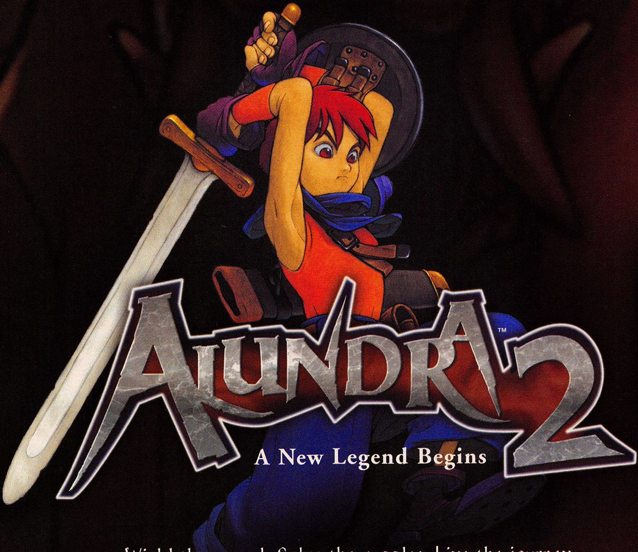
OPM CAPTION CONTEST
Official Contest Rules:

1. No Purchase Necessary: To enter, send an original caption for the attached screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by ZD. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH
Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of *OPM*. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff-Davis assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the *OPM* offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by *OPM* editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of ZD should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither ZD Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

A warrior isn't measured by his kills...
but by his heart.



Wield the sword. Solve the puzzles. Live the journey.

Fight 10 mega-bosses on land, sea and air.

Solve hundreds of action-based puzzles.

Play 10+ mini-games.

PlayStation®

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info.
CONTENT RATED BY ESRB

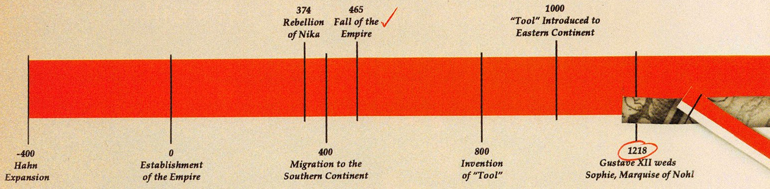
From the producers of Wild Arms™
and Legend of Legaia™.

contrail™

ACTIVISION®

Alundra 2 © 2000 Sony Computer Entertainment Inc. Alundra is a trademark of Sony Computer Entertainment Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Published and distributed by Activision, Inc. Activision is a registered trademark of Activision, Inc. All rights reserved. All other trademarks or trade names are the properties of their respective owners.

History of the GUSTAVE Empire


374
Rebellion of Nika
465
Fall of the Empire ✓
1000
"Tool" Introduced to Eastern Continent
-400
Hahn Expansion
0
Establishment of the Empire
400
Migration to the Southern Continent
800
Invention of "Tool"
1218
Gustave XII weds Sophie, Marquise of Nohl

The story of the GUSTAVE Empire belongs to a time when the people used the magical power called "Anima" to conjure mighty spells.

The Kingdom of Finney was ruled by Gustave XII. Gustave XII was attacking the Marquis of Otto when GUSTAVE XIII was born to himself and his wife, SOPHIE DE NOHL. Gustave XIII was destined to be the heir of the throne. He would later have a brother named PHILIPPE and a sister named MARIE.

1220

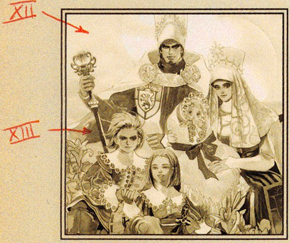


fig. 14: The Royal Family Gustave

1227

When Gustave XIII turned seven, he participated in the FIREBRAND CEREMONY in which he was to prove his worth to become the heir of the throne. During that ceremony, Gustave XIII found that he had not the power "Anima." Because of his inability to use Anima, Gustave XIII, along with his mother Sophie, were exiled from the Kingdom by the King. Philippe and Marie would never see their mother again. Philippe was terribly saddened by the loss of his mother and blamed Gustave XIII for this. While he still had the pride of Royalty, Gustave XIII became a target of contempt resulting in his twisted personality.

JERK!

1239

When Gustave XIII turned 19, his mother Sophie passed away. Gustave XIII attacked and seized the DUKEDOM OF WIDE upon turning 20.

1240

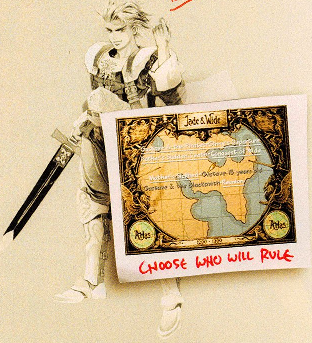

Jade & Wide
Gustave & the Pirates-Ginny's Departure
Father's Sudden Death-Conquest of Wide
Mother's Sickbed-Gustave 15 years old
Gustave & the Blacksmith-Reunion
Atlas
Atlas
1200 · 1300
CHOOSE WHO WILL RULE

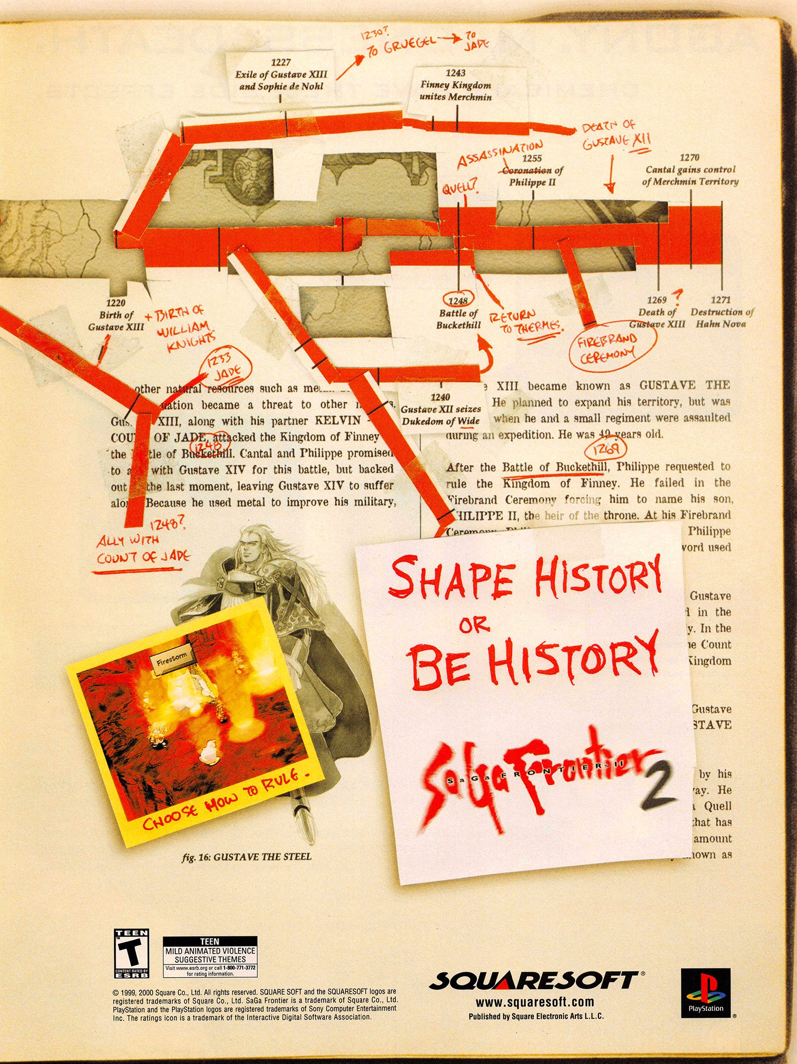
fig. 15: Gustave XIII (the younger) age 15

After he exiled his wife and child, Gustave XII remarried and had another son. He named the newborn GUSTAVE XIV who would eventually become the King of Finney after Gustave XII died.

ENEMY? OR ALLY?

Philippe became the Marquis of Nohl after Sophie passed away. Marie was forced to marry CANTAL, the new Marquis of Otto, for political reasons. Gustave XII seized one-half of the Otto territory in return.

Gustave XIII became the hero of those who did not have Anima. Instead of relying on the power of magic, he and his partners developed skills to use machines


1227
Exile of Gustave XIII and Sophie de Nohl
1230?
TO GRUEGEL → TO JADE
1243
Finney Kingdom unites Merchmin
DEATH OF GUSTAVE XII
ASSASSINATION
1255
~~Coronation~~ of Philippe II
1270
Cantal gains control of Merchmin Territory
QUELL?
1220
Birth of Gustave XIII
+ BIRTH OF WILLIAM KNIGHTS
1233
JADE
1248
Battle of Buckethill
RETURN TO THERMES.
1269 ?
Death of Gustave XIII
1271
Destruction of Hahn Nova
FIREBRAND CEREMONY
1240
Gustave XII seizes Dukedom of Wide
1248
1248?
ALLY WITH COUNT OF JADE
1269
Firestorm
CHOOSE HOW TO RULE.
SHAPE HISTORY OR BE HISTORY
SaGa Frontier 2
SaGa FRONTIER II

other natural resources such as me…

…nation became a threat to other n…s. Gus… XIII, along with his partner KELVIN – COU… OF JADE, attacked the Kingdom of Finney …the …tle of Buckethill. Cantal and Philippe promised to a… with Gustave XIV for this battle, but backed out …the last moment, leaving Gustave XIV to suffer alo… Because he used metal to improve his military,

…e XIII became known as GUSTAVE THE … He planned to expand his territory, but was … when he and a small regiment were assaulted during an expedition. He was ~~49~~ years old.

After the Battle of Buckethill, Philippe requested to rule the Kingdom of Finney. He failed in the Firebrand Ceremony forcing him to name his son, PHILIPPE II, the heir of the throne. At his Firebrand Ceremon… Philippe … word used

… Gustave …d in the …y. In the …e Count …Kingdom

… Gustave …STAVE

… by his …ay. He …a Quell …hat has … amount …nown as

fig. 16: GUSTAVE THE STEEL

TEEN
T
CONTENT RATED BY ESRB

TEEN
MILD ANIMATED VIOLENCE
SUGGESTIVE THEMES
Visit www.esrb.org or call 1-800-771-3772 for rating information.

© 1999, 2000 Square Co., Ltd. All rights reserved. SQUARE SOFT and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. SaGa Frontier is a trademark of Square Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

SQUARESOFT®
www.squaresoft.com
Published by Square Electronic Arts L.L.C.

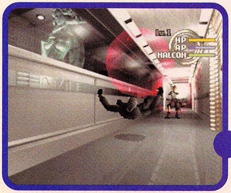
PlayStation

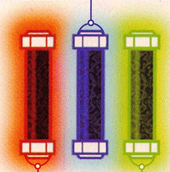
AGONY. MADNESS. DEATH.

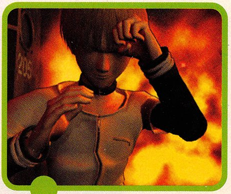
CHEMICALS HAVE THEIR SIDE EFFECTS.

C:\RION
JDS:\VF-G9
D-Felon=Telekinesis
The ability to deliver powerful psychic blasts!

Master a totally unique arsenal of psychic abilities! They are your only defense against the sinister Galerians.





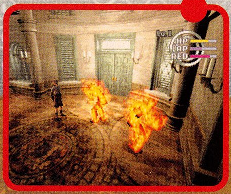


C:\RION
JDS:\YH-S5
Red=Pyrokinesis
The ability to mentally incinerate matter!

Become totally immersed in a fully realized 3D universe that is yours to explore, yours to master – yours to obliterate!

C:\RION
JDS: MX-J4
Nalacon=Psychokinesis
The ability to levitate and freeze matter!

Over 50 hours of reality warping gameplay, plus over 70 minutes of stunning cinematics that propel the gripping story.



The Galerians are an artificially created techno-species whose prime directive is the total annihilation of the human race.

Earth's only hope is Rion, a young man whose greatest weapon is the energy of his mind. By using Psychic Power Enhancement Chemicals, Rion is able to wage psychic war on the Galerians.

Unfortunately, chemicals have their side effects....

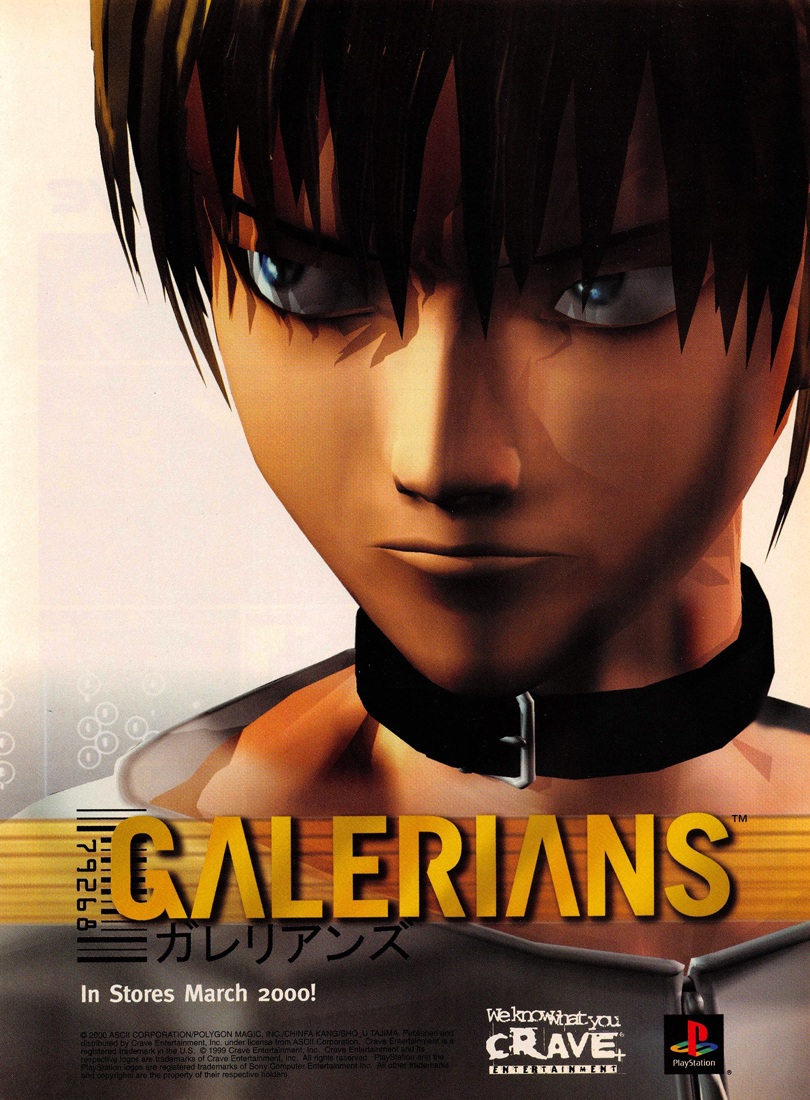
GALERIANS™

Are You Obsolete?

MATURE
M
CONTENT RATED BY ESRB

ASCII™

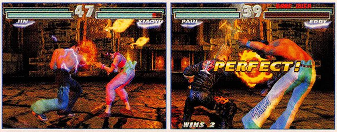
WWW.CRAVEGAMES.COM

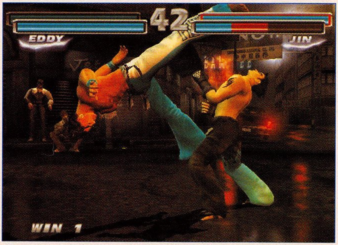

79268
GALERIANS™
ガレリアンズ
In Stores March 2000!
We know what you CRAVE
ENTERTAINMENT
PlayStation

© 2000 ASCII CORPORATION/POLYGON MAGIC, INC./CHINFA KANG/SHO_U TAJIMA. Published and distributed by Crave Entertainment, Inc. under license from ASCII Corporation. Crave Entertainment is a registered trademark in the U.S. © 1999 Crave Entertainment, Inc. Crave Entertainment and its respective logos are trademarks of Crave Entertainment, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and copyrights are the property of their respective holders.

PlayStation2 kicks into overdrive

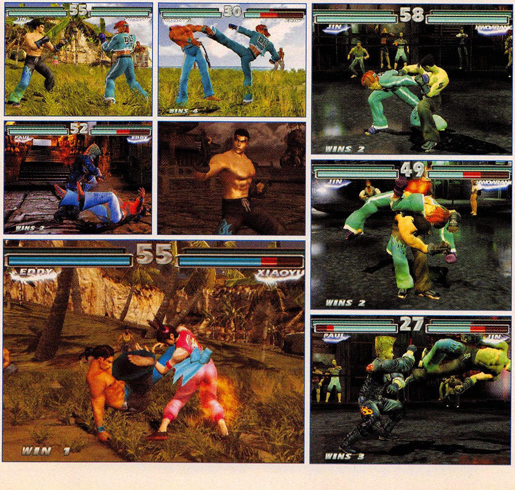
Take a breath. Compose yourself. Before your eyes glaze over at the sheer splendor of some the following PlayStation2 shots, we have just a few words for you: It's almost here. Well, actually it's still a good seven to nine months away from arriving here in the States, but it'll be out in Japan soon enough (March 4, to be precise), and we *OPM* editors will certainly be waiting in line to snag some of the first models. Until then, however, you can feast your eyes on this fabulous selection of screens from games big and small, then take in all the latest news and tidbits in our PS2 News Roundup. You can commence your drooling now.

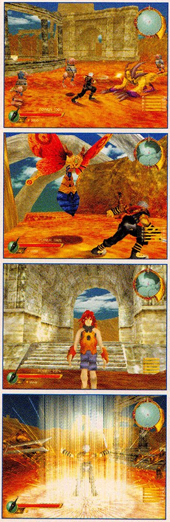




Tekken Tag Tournament

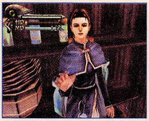
Namco's been hard at work on what may be the PlayStation2's killer app, and it shows. Just this month they released more than 20 new shots of the game. Here's a selection of some of the better screens. Just check out the amazing details, character models and special effects, all being rendered in real-time.

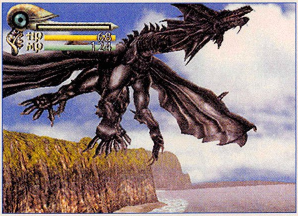




Evergrace

Originally planned as a PlayStation title, From Software's third-person action/RPG Evergrace will now be gracing the PlayStation2. You can choose either a male or female character, and you can even change your character's clothing! Evergrace is set to release in Japan in spring 2000.



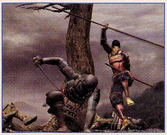


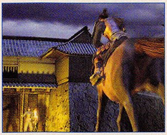
Eternal Ring

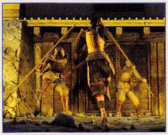
It's hard to imagine that the developer behind such dreck as Shadow Tower is also hard at work on at least three PS2 games, all of which look pretty nice so far. We recently got our hands on a few new shots of Eternal Ring, a first-person action/RPG that's set to launch alongside the PS2. With a bit more polish, From Software may have a hit on their hands.

Onimusha

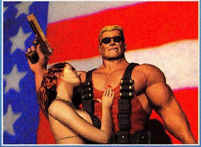
With the help of many of the minds behind the Resident Evil series, Capcom's Onimusha is on track to become one of the biggest PlayStation2 games in the system's first year. The game takes place in a Japanese civil war setting and features gritty real-time motion-captured graphics and gameplay similar to Resident Evil.







PS2 News Roundup



Rockstar has secured the rights to the **Duke Nukem** franchise and plans to bring the series to the PS2. • Titus announced plans to bring its **Roadsters** racing titles to multiple platforms, including the PS2. The games will center around licensed convertible sports cars, including such names as Fiat, Lotus and Alfa Romeo. • New details have surfaced about **Outcast 2**, developed by Appeal. The game was originally planned for the Dreamcast, but is now being developed primarily for the PS2 and for PCs. It will include many of the original characters from the first game and will be DVD-based. Since Appeal says it spent about 18 months on the title, don't expect it at launch. • Sunrise Interactive is developing a mech game called **Kikou Seiki G-Breaker**, which will be a prequel to the upcoming Dreamcast title Sunrise Heroes Chapter. The game is scheduled for a summer 2000 release. • Atlus announced that it is working on five to six titles for the PS2, including **Primal Image**, a game that allows players to control a virtual CG girl. Atlus has licensed MathEngine's "Interactive Virtual Human" technology to lend the game as much realism as possible. • Enix plans to release six PS2 games starting in March. • Bethesda Softworks will bring a strategic and tactical combat game titled **Dreamland** to the PS2. • Codemasters placed a want ad seeking developers to work on a **Navy Seals** simulation game for the PS2. Another ad sought help to work on music game titles for the PS2, which suggests we're likely to see another iteration of **MTV Music Generator** on the PS2. • Capcom has confirmed that they'll be bringing **Biohazard** (Resident Evil in the U.S.) and **Dino Crisis 2** to the PS2.

American Arcade

Developed by Astroll, American Arcade doesn't seem like it will take advantage of the PS2's power, but it's still intriguing. Wander through a city on your way to various arcades, then choose from various games like pinball and bowling machines.

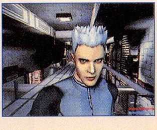
58
Line:16.3m
Score:25798

Kessen

It seems the month wouldn't be complete without yet another Kessen shot. But wait—there's some actual news here. We recently learned that Koei's Romance 6 for the PlayStation, which hits stores sometime in February, will ship with a video preview of Koei's PS2 game.

Magical Sports

Apparently the Japanese are fond of high school baseball, as there's even a PlayStation2 game in the works featuring the sport. Developed by Magic, this game doesn't look too impressive, and we're pretty sure it won't make it to our shores. Magic is also working on GoGo Golf and Killer Bass 2 (pictured above) for the PS2.

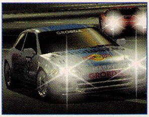
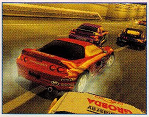
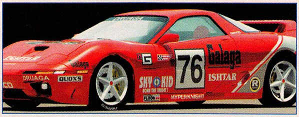


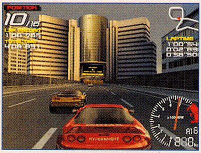
X-Fire

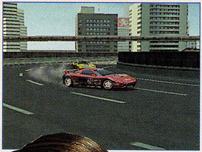
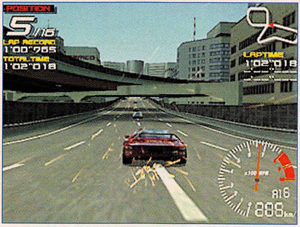
We weren't very impressed with this title when we first saw it at the Tokyo Game Show. Still, considering that EA Square plans to devote plenty of time and resources to this action/shooter, we expect it to show some major improvements before release. These shots of some of the characters are definitely a step in the right direction.

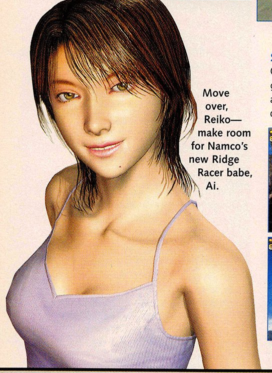
Ridge Racer V

Gran Turismo 2000 may be a bit higher profile than Namco's PlayStation2 racing game, but judging from these pics (including some awesome in-game shots) Ridge Racer V is already looking better. Racing fans will certainly have their hands full at the PS2 launch!



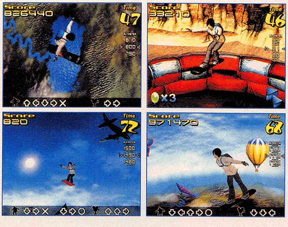





Move over, Reiko—make room for Namco's new Ridge Racer babe, Ai.

Sky Surfer

Combine equal parts snowboarding and sky diving and you get Sky Surfer, Idea Factory's PS2 launch title. The game awards points for performing tricks while on an obstacle course. It's like Tony Hawk's Pro Skater in the sky!



The Rub

Oh, Behave!

THE FACTS: Rockstar acquired the rights to publish games based on the Austin Powers movies.

THE RUB: An intriguing license, to be sure, but how do you translate Mike Meyers' wacky humor into a decent video game? The problem is, we're not sure Rockstar has any idea what to do with this one either. In fact, when we called the company to get more details on the deal, we were told that they don't even know what genre of game they'll be using Powers in. Sounds like they really put a lot of thought into this one.

10 things we think we think this month

1 **Colin McRae Rally might just be the best rally racing game you never heard about. Gran Turismo 2 doesn't help that situation out much.**

2 **As far as we can tell, a good chunk of Gran Turismo 2's "rendered" intro is actually gameplay footage from GT2000. Excited yet?**

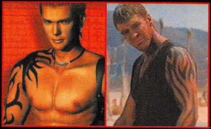
3 **If you're reading this, the coming of Y2K wasn't so bad after all.**

4 **Do two new flight sims in one issue qualify as a trend?**

5 **Triple-H sprays his hair down to get that sweaty look. It's true, we've seen it in action.**

6 **Define déjà vu: Tiger Woods PGA Tour 2000.**

7 **Is it just us, or does the hero's tattoo in Countdown Vampires look suspiciously like the one George Clooney sports in FROM DUSK 'TIL DAWN?**



8 **What's the deal with The Smurfs? Is that show even on anymore?**

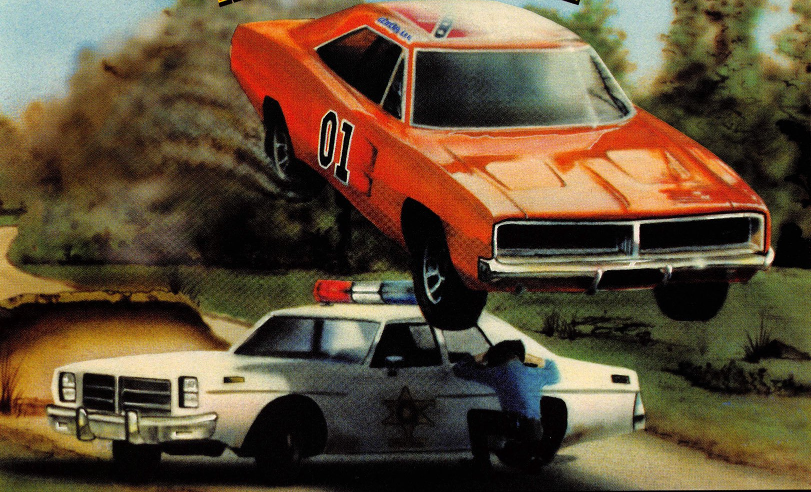
9 **South Park, Chef's Luv Shack and South Park Rally: Acclaim scores the elusive Hat Trick of crap.**

10 **Madden NFL 2001 will almost certainly be on the PlayStation2. Expect Pat Summerall's commentary to make absolutely no use of the machine's "Emotion Engine."**

SOUTHPEAK™
INTERACTIVE

THE DUKES OF HAZZARD™

RACING FOR HOME



I reckon y'all haven't lived life till you leap across an officer of the law in the General Lee.

There goes the General Lee, playin' another cat and mouse game with the law. See, things in Hazzard are pretty much the way y'all might recall 'em. Daisy's still workin' at the Boar's Nest, Boss Hogg's still eatin', and Rosco's still chasin' the Duke Boys through the dirt roads of Hazzard County.

Go on and take a turn at the wheel in The Dukes of Hazzard™: Racing For Home game and tell me life ain't a whole lot better as a Duke boy.

Featuring the voices
of James Best, Waylon Jennings,
Ben Jones, Sonny Shroyer, Tom Wopat.
Also featuring original music
by the Tractors.

A Mission-Based Arcade Racing Game

© 1999 SouthPeak Interactive LLC. All rights reserved. SouthPeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC. ® indicates a U.S.A. registration. Other brand or product names are trademarks or registered trademarks of their respective companies.

DUKES OF HAZZARD, characters, names and all related indicia are trademarks of Warner Bros. © 1999.

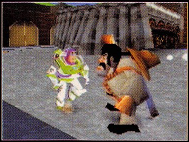
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING

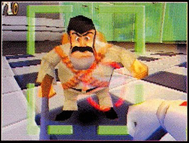
PlayStation

EVERYONE
CONTENT RATED BY ESRB

Toy Story to Remove Offensive Character

You wouldn't think a title as tame as Toy Story 2 would be embroiled in the kind of controversy that would lead to the game being changed. But that's exactly what happened when members of the Hispanic community in Los Angeles held a peaceful demonstration outside of Activision's headquarters. The protest was over a level of the game that included a sombrero-wearing, mustachioed villain that Hispanic activists called a Mexican stereotype. "We feel it's degrading, it's dehumanizing," Oscar de la Torre, the protest's leader, told the Associated Press. "It's a virtual game of genocide, the way we see it, because they're being ethno-specific." In response, Disney agreed to remove the character from the game. "We regret that part of the game was offensive," said a Disney spokesperson.

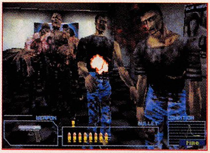




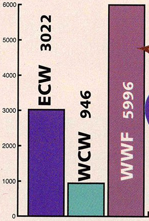
70 million PlayStations have now shipped worldwide. In the U.S. alone, almost 26 million PlayStations have shipped since the system launched on Sept. 9, 1995.

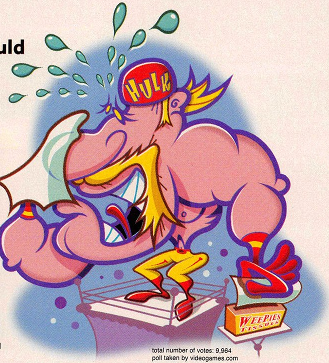
No Gun in Gun Survivor?

At a recent Capcom press event, we learned that one of the more eagerly anticipated games in development might be radically altered due to controversies surrounding guns here in the States. Biohazard Gun Survivor (Resident Evil Survivor in the U.S.) was first shown at the Tokyo Game Show, and featured innovative gameplay in which you used a light gun but still had full freedom of movement (unlike the "on-rails" style predominant in most light gun titles). Apparently, Capcom wants to avoid possible legal hassles and potential backlash in the wake of such tragedies as the Columbine school shooting. While we can't fault Capcom for tiptoeing around a sensitive issue, the move makes little sense, as the game was designed to support a light gun. We'll have to wait to see if Capcom can alter the game enough to incorporate a proper control scheme without using a light gun.



Which league would you like to see featured in more wrestling games?





total number of votes: 9,964
poll taken by videogames.com
illustration by Wayne Vincent

The Rub

Use the Force

THE FACTS: LusasArts will release a new PlayStation game based on Star Wars: Episode I.

THE RUB: We've said it before, we'll say it again: The record for Star Wars-based games is spotty at best, with plenty of mediocre games and even a cancellation here and there. But this one has our interest piqued. Star Wars: Episode I Jedi Power Battles features arcade-like action starring various Jedi like Obi-Wan and Mace Windu, ultimately ending in a confrontation with the dreaded Darth Maul. We'll keep our fingers crossed that this one will finally live up to the Star Wars license.

Hard Sell

THE FACTS: 3DO will release Softball Slam, a softball game for the PlayStation.

THE RUB: The press release announcing this game proudly trumpeted in its headline that "3DO Leads New Video gaming Category." Then the opening line of the release announced that 3DO is "launching a new sports genre in video gaming." Umm, did anyone consider that no other developers were rushing to be the first to make a softball game because no gamers seemed to be clamoring for one? Just because an activity is popular doesn't mean it will make a compelling video game.

ALFA ROMEO
ASTON MARTIN
AUDI
BMW
CHEVROLET
CITROEN
DAIHATSU
DODGE
FIAT
FORD
HONDA
JAGUAR
LANCIA
LISTER
LOTUS
MAZDA
MERCEDES-BENZ
MG
MINI
MITSUBISHI
NISSAN
OPEL
PEUGEOT
PLYMOUTH
RENAULT
RUF
SHELBY
SUBARU
SUZUKI
TOYOTA
TVR
VECTOR
VENTURI
VOLKSWAGEN

PlayStation®

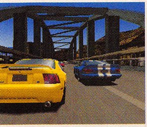
Fear is a powerful motivator. That and coming in second.

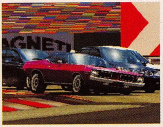
www.playstation.com

The demise of the slow and the weak has just been accelerated. Arm yourself with over 500 of the world's most prestigious driving machines. From unrepentant speed demons to the burliest of American muscle cars. Of course, you don't drive them as much as you try to contain them. Each one is engineered according to exact specifications. You can customize them to no end. Sound excessive? Not considering what you're up against. Twenty of the world's most unforgiving tracks. An equally merciless Rally Racing Mode. And the constant threat of the unthinkable. Losing.

POLYPHONY DIGITAL™

EVERYONE E CONTENT RATED BY ESRB

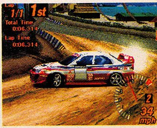




TEXACO
HONDA
LAGUNA SECA

GT2 GRAN TURISMO™

RACING. ON A HIGHER LEVEL.

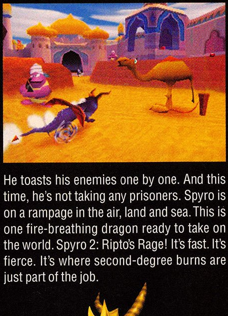


Gran Turismo is a trademark of Sony Computer Entertainment America Inc. All manufacturers, cars, names, brands and associated imagery featured in this game are trademarks and/or copyrighted materials of their respective owners. All rights reserved. ©1999 Sony Computer Entertainment Inc.

PlayStation
www.playstation.com

INSOMNIAC GAMES
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
Spyro's back

Spyro 2 Ripto's Rage!



He toasts his enemies one by one. And this time, he's not taking any prisoners. Spyro is on a rampage in the air, land and sea. This is one fire-breathing dragon ready to take on the world. Spyro 2: Ripto's Rage! It's fast. It's fierce. It's where second-degree burns are just part of the job.

Mess with him and you'll get burned.

Spyro 2: Ripto's Rage! ™ & © 1999 Universal Interactive Studios, Inc. All rights reserved. Developed by Insomniac Games, Inc. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation

It's a mystery,
wrapped in a riddle,
tucked inside an enigma,
neatly stacked inside a puzzle,
located somewhere
inside a conundrum.

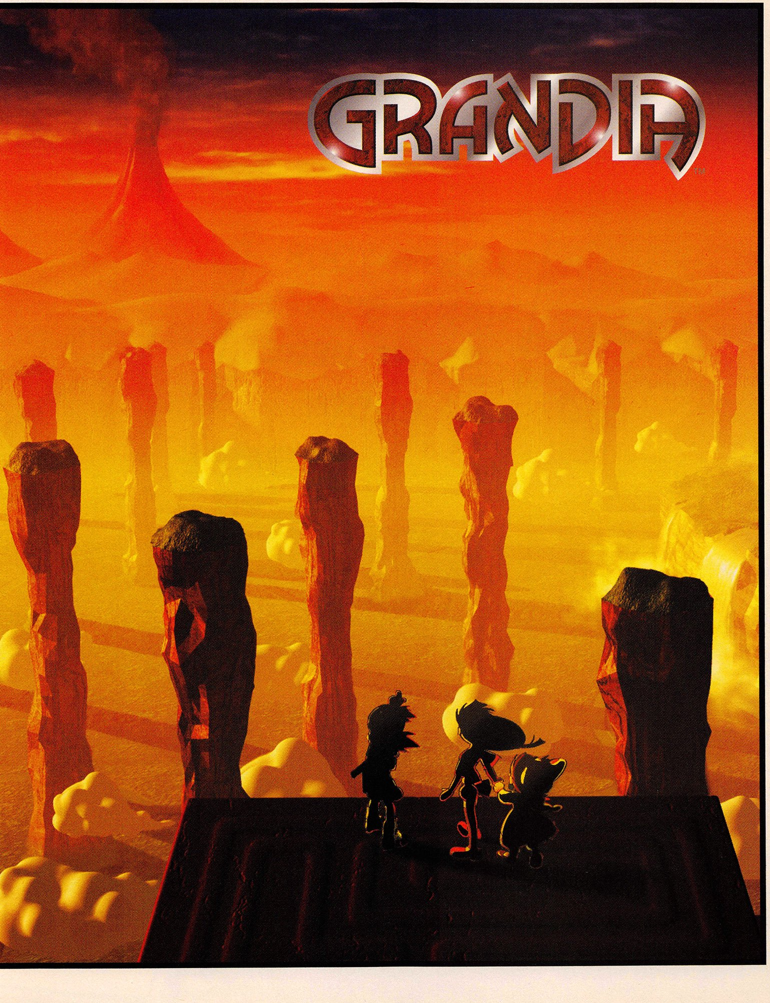
Not everyone can solve the mysteries of Grandia.
It's a strange land where magic and technology coexist among the forces of corruption.
A place where the dominating culture lives in peace and harmony while a
sinister force works just below the surface to discover the dark secrets of an ancient civilization.
In this world, an epic struggle shall be determined by a brave, smart and resourceful
hero who must master dozens of spells. A hero who is outnumbered by several hundred to one.
This is the world of Grandia—a mysterious, odd, strange yet beautiful planet
that hangs in the balance between good and evil.

www.playstation.com

EVERYONE
E
CONTENT RATED BY ESRB

Grandia TM & ©1997, 1999 Game Arts/ESP CGI/LINKS, Inc. Character Design/Takuhito Kusanagi. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

GAME ARTS


GRANDIA™

EVERYONE
E
CONTENT RATED BY
ESRB

NAUGHTY DOG

CTR (Crash Team Racing) Game ©1999 Sony Computer Entertainment America Inc. Developed by Naughty Dog, Inc. CTR (Crash Team Racing) and related characters TM logos are registered trademarks of Sony Computer Entertainment Inc.

I GOT YOUR HAND SIGNAL RIGHT HERE BUDDY.

& © 1999 Universal Interactive Studios, Inc. Licensed by Universal Studios Licensing, Inc. All rights reserved. PlayStation and the PlayStation

PlayStation®

TIME
0:26:41
LAP
1-3
4TH

×10
1ST
LAP
5-5
2ND
LAP
5-5

2ND
1ST
3RD
4TH

It's not driving. It's a motorized beat-down. Leave skid marks on 25 different tracks. Reduce your fellow drivers to roadkill. And if you're man enough to survive the hairpin turns, you'll score a TURBO boost. Unless, of course, you get 86'ed by a TNT crate. Plug in the Multi Tap adaptor and up to four players can race to the ugly finish. With over 12 playable characters in all. Basically, it's a full-blown war on wheels.

www.playstation.com

CTR
CRASH TEAM RACING

Once he gets behind the wheel, things get ugly.

Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Resident Evil 3 Nemesis ●●●●◐

Publisher: Capcom **Last Month:** – **Genre:** Adventure **Release Date:** Nov. 1999

Capcom's latest chapter in its hit survival horror series has scared up more than enough sales to debut in the No. 1 spot this month.

2 NBA Live 2000 ●●●●◐

Publisher: EA **Last Month:** – **Genre:** Sports **Release Date:** Nov. 1999

Even the return of the mighty Michael Jordan along with a host of legendary players wasn't enough to grab the spotlight from the lovable Nemesis.

3 Crash Team Racing ●●●●●

Publisher: Sony CEA **Last Month:** – **Genre:** Racing **Release Date:** Oct. 1999

Some stiff competition in the top five has pushed Crash's first foray into cart racing to the third spot.

4 Tony Hawk's Pro Skater ●●●●◐

Publisher: Activision **Last Month:** 3 **Genre:** Sports **Release Date:** Sept. 1999

Regardless of whether or not you're a skateboarding fan, you've gotta love the brilliant gameplay and stellar control in Pro Skater.

5 Knockout Kings 2000 ●●●●○

Publisher: EA **Last Month:** – **Genre:** Sports **Release Date:** Nov. 1999

With such a huge collection of great boxers as well as plenty of realism and depth, Knockout Kings 2000 is a pugilist's dream.

6	**Spyro the Dragon**	●●●●○	Publisher: Sony CEA	Last Month: 10	Release Date: Sept. 1998
7	**Spyro 2: Ripto's Rage**	●●●●◐	Publisher: Sony CEA	Last Month: –	Release Date: Nov. 1999
8	**Tomorrow Never Dies**	●●●◐○	Publisher: EA	Last Month: –	Release Date: Nov. 1999
9	**Gran Turismo**	●●●●●	Publisher: Sony CEA	Last Month: 7	Release Date: May 1998
10	**Driver**	●●●●○	Publisher: GT Interactive	Last Month: 1	Release Date: June 1999
11	**Crash Bandicoot: Warped**	●●●●●	Publisher: Sony CEA	Last Month: 13	Release Date: Nov. 1998
12	**Madden NFL 2000**	●●●●●	Publisher: EA	Last Month: 4	Release Date: Aug. 1999
13	**Frogger**	●●◐○○	Publisher: Hasbro	Last Month: 19	Release Date: Oct. 1997
14	**Pac-Man World**	●●●●◐	Publisher: Namco	Last Month: –	Release Date: Oct. 1999
15	**Medal of Honor**	●●●●○	Publisher: EA	Last Month: –	Release Date: Nov. 1999
16	**Final Fantasy VIII**	●●●●●	Publisher: Square EA	Last Month: 2	Release Date: Sept. 1999
17	**A Bug's Life**	●●○○○	Publisher: Sony CEA	Last Month: 20	Release Date: Nov. 1998
18	**Namco Museum Vol. 3**	●●●◐○	Publisher: Namco	Last Month: –	Release Date: Feb. 1997
19	**NFL GameDay 2000**	●●●●○	Publisher: 989 Studios	Last Month: 12	Release Date: Aug. 1999
20	**NASCAR 2000**	●●●●○	Publisher: EA	Last Month: 5	Release Date: Sept. 1999

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Gran Turismo 2** Gear up for two discs packed with the deepest, most realistic racing action out there.
2. **Hot Shots Golf 2** Sony seems to be sticking to the formula that made the first Hot Shots such a hit.
3. **Medal of Honor** After you pick this one up, be sure to check out our strategy guide in this month's issue.
4. **Tomorrow Never Dies** Bond means big bucks, even if this game is based on a movie that's several years old.
5. **WWF Smackdown** Finally, a wrestling game that may be bigger and better than just its license.
6. **Tomba! 2** That pink-haired, pig-flinging, suit-changing freak is back for more classic platforming fun.
7. **Tekken Tag Tournament** We're not surprised that this is the first PS2 game to appear on our Most Wanted list.
8. **MediEvil 2** We called the first MediEvil "Halloween's yummiest treat"—and this one looks even tastier.
9. **Tony Hawk's Pro Skater** The best skateboarding game out there is also a great all-around title for any gamer.
10. **March Madness 2000** The college b-ball season is in full swing, so why not follow along on your PlayStation?

Aaron Craig

Our monthly contest winner's top five picks

1. **PlayStation2** We're just as eager as Aaron to get our grubby hands on Sony's supersystem.
2. **Twisted Metal 4** If car crashes and vehicle violence are Aaron's idea of fun, this is the right game.
3. **NBA In the Zone 2000** We thought this was a pretty mediocre game, but it looks like Aaron begs to differ.
4. **Final Fantasy IX** Aaron has already started his vigil for the next chapter in Square's flagship franchise.
5. **WWF Smackdown** Aaron will surely be smacking his lips at our pics of Chyna in our Smackdown feature!

Editors' Top 5

What we've been playing instead of working

1. **Gran Turismo 2** Who knew spending so much time earning driving licenses would be so much fun?
2. **Madden NFL 2000** Our favorite football game will be in heavy rotation for quite a while.
3. **WWF Smackdown** Even our art director Bob Conlon (who hates wrestling) is looking forward to this game.
4. **Thrasher: Skate & Destroy** It may not be as good as Tony Hawk, but it's still a lot of fun nonetheless.
5. **Tomba! 2** We can spend a lifetime chasing down all the sidequests and mini-missions in this game.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: gary_steinman@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, November 1999. Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

ALL THE
TEAMS

ALL THE
DRIVERS

ALL THE
TRACKS

THE OFFICIAL
1999 F1 SEASON

FORMULA ONE 99

All 16 of the 1999 Grand Prix circuits including the new Sepang-F1-Circuit in Kuala Lumpur, Malaysia

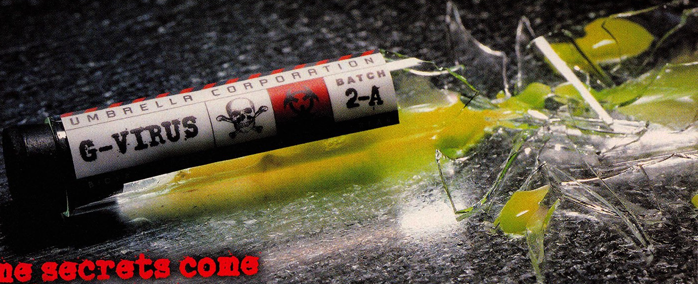
Ultra-realistic weather will influence players' choice of tire compounds and pit strategies

Brand new racing engine eliminates pop-up and glitches even on long straights, without affecting frame-rate

US Version

Canadian Version

©1999 Psygnosis Ltd. Developed by Studio 33 Ltd. Psygnosis and the Psygnosis logo are TM or ® and © 1990-9 Psygnosis, Ltd. An official product of the FIA Formula One World Championship. Licensed by Formula One Administraion Limited. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



Some secrets come back to haunt you.

Just days after surviving the grisly disaster at the mansion lab, Jill Valentine resigns from S.T.A.R.S. and attempts to escape a nightmarish city in ruins. Trapped in a town crawling with hordes of flesh-eating zombies, hideous mutants, and a relentless new nemesis, she must rely on cunning and brute force to stay alive. What she soon discovers is that the evil created by Umbrella Corporation's bio-tech terror is even more horrifying than she ever imagined...

PURE
100%
EVIL

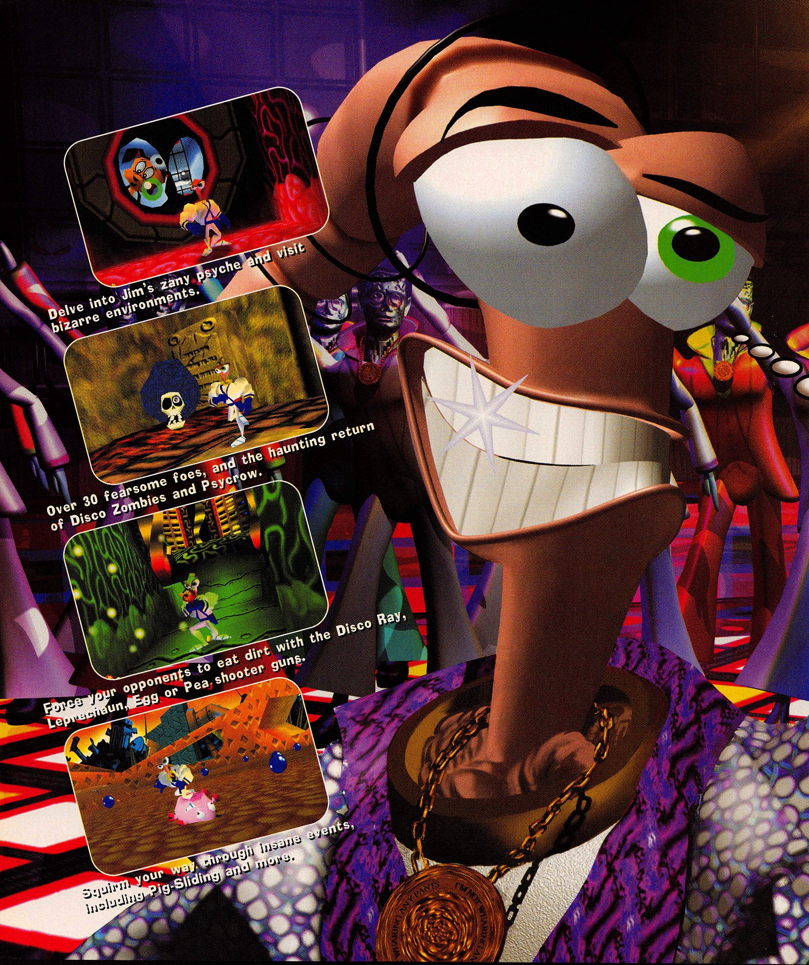
MATURE
M
CONTENT RATED BY ESRB

PlayStation

TAKE IT TO THE EDGE
CAPCOM EDGE

© CAPCOM CO., LTD. 1999 © CAPCOM U.S.A., INC. 1999 ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. RESIDENT EVIL 3 NEMESIS and CAPCOM EDGE are trademarks of CAPCOM CO., LTD. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

PlayStation
RESIDENT EVIL 3
NEMESIS
MATURE
M
ESRB
CAPCOM
It's in your blood.
CAPCOM
www.capcom.com



Delve into Jim's zany Psyche and visit bizarre environments.

Over 30 fearsome foes, and the haunting return of Disco Zombies and Psycrow.

Force your opponents to eat dirt with the Disco Ray, Leprechaun, Egg or Pea shooter guns.

Squirm your way through insane events, including Pig-Sliding and more.

Interplay™
www.interplay.com

REQUIRED Windows® 95/98 REQUIRED

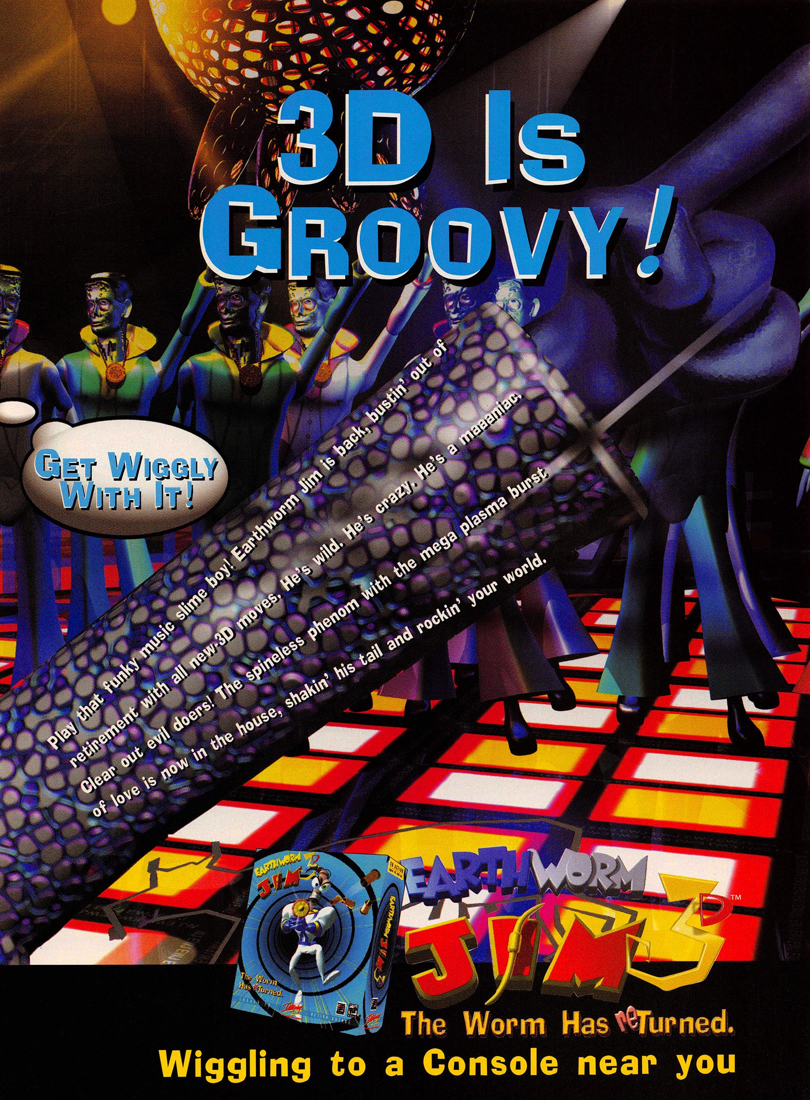
EVERYONE
E
CONTENT RATED BY ESRB

Developed by

Look for the Official Strategy Guide from:
BradyGAMES STRATEGY GUIDES

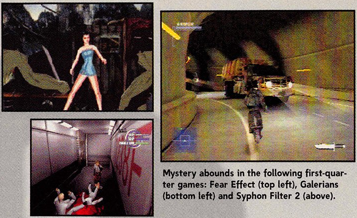
Call
1-800-INTERPLAY
or visit your local retailer

EARTHWORM JIM 3D: ®1999 Interplay Productions. All Rights Reserved. Game developed by and Software Engine ®VIS Interactive plc. All Rights Reserved. Earthworm Jim and all related characters ®Shiny Entertainment, Inc. Earthworm Jim and related marks are trademarks of Shiny Entertainment, Inc. Interplay, the Interplay logo and "By Gamers. For Gamers." are trademarks of Interplay Productions. VIS and the VIS logo are trademarks of VIS Interactive plc. All rights reserved. All other copyrights and trademarks are the properties of their respective owners.


3D Is Groovy!
Get Wiggly With It!
Earthworm Jim 3D™
The Worm Has reTurned.
Wiggling to a Console near you

Play that funky music slime boy! Earthworm Jim is back, bustin' out of retirement with all new 3D moves. He's wild. He's crazy. He's a maaaniac. Clear out evil doers! The spineless phenom with the mega plasma burst of love is now in the house, shakin' his tail and rockin' your world.

Coming Soon


Mystery abounds in the following first-quarter games: Fear Effect (top left), Galerians (bottom left) and Syphon Filter 2 (above).

February

CatDog: Saving Mean Bob	Hasbro Interactive	Action
Colin McRae Rally	Sony CEA	Racing
Vanguard Bandits	Working Designs	RPG
Eagle One: Harrier Attack	Infogrames	Action
ESPN Major League Soccer	Konami	Sports
ECW Hardcore Revolution	Acclaim	Sports
Fear Effect	Eidos	Action
Jackie Chan Stuntmaster	Midway	Action
Jeff Gordon XS Racing	ASC Games	Racing
Konami Rally	Konami	Racing
The Misadventures of Tron Bonne	Capcom	Action
NASCAR Rumble	Electronic Arts	Racing
Rayman 2: The Great Escape	Ubi Soft	Action
Reel Fishing 2	Crave	Sports
Saga Frontier 2	Square EA	RPG
Sim Theme Park	Electronic Arts	Strategy
Silent Bomber	Bandai	Action
Softball Slam	3DO	Sports
Spec Ops Stealth Patrol	Take 2 Interactive	Action
Team Buddies	Psygnosis	Action
Test Drive Le Mans	Infogrames	Racing
Wild Wild West	SouthPeak Interactive	Action
WWF Smackdown	THQ	Sports

March

Ace Combat 3	Namco	Action
Colony Wars: Red Sun	Psygnosis	Action
Extreme Hockey Rock Rink	EA Sports	Sports
Galerians	Crave	Action
Gauntlet Legends	Midway	Action
Hot Shots Golf 2	Sony CEA	Sports
Hydro Thunder	Midway	Sports
Jeremy McGrath 2000	Acclaim	Racing
Messiah	Interplay	Action
Mortal Kombat Special Forces	Midway	Action
N-GEN Racing	Infogrames	Racing
Paper Boy	Midway	Action
Renegade Racers	Interplay	Racing
Roadsters	Titus	Racing
RollCage: Stage Two	Psygnosis	Racing
Runabout 2	Tecmo	Action
Shao Lin	THQ	Fighting
Street Sk8r 2	Electronic Arts	Sports
Syphon Filter 2	989 Studios	Action
Tanktics	Interplay	Action
Test Drive Cycles	Infogrames	Racing
Urban Chaos	Eidos	Action

Future Releases

102 Dalmations	Eidos	Action
Alien Resurrection	Fox Interactive	Action
Alone in the Dark 4	Infogrames	Action
Alundra 2	Activision	RPG
Animorphs	GT Interactive	Action
Arena Football League	Midway	Sports
Armored Core: Master of Arena	AGETEC	Action
Austin Powers	Rockstar	Action
Baldur's Gate	Interplay	RPG
Bass Masters Classic Tournament Edition	THQ	Sports
Blade	Activision	Action
Blaster Master: Blasting Again	Sunsoft	Action
Brunswick Circuit Pro 2	THQ	Sports
CART Racing	Midway	Racing
Casper	Stealth Learning	Action
Championship Motocross 2	THQ	Racing
Chrono Cross	Square EA	RPG
Darkstone	Take 2 Interactive	RPG
Dragon Quest VII	Enix	RPG
Dragon Valor	Namco	RPG
Driver 2	GT Interactive	Action
Duke Nukem Time to Kill 2	GT Interactive	Action
Evil Dead: Ashes 2 Ashes	THQ	Action
Expendable	Infogrames	Shooter
Hellboy	DH Interactive	Action
Hot Wheels Stunt Track	Mattel	Racing
Jedi Power Battles	Lucas Arts	Fighting
JoJo's Bizarre Adventure	Capcom	Fighting
KISS: Psycho Circus	Rockstar Games	Action
The Land Before Time	Stealth Learning	Action
Lunar: Eternal Blue	Working Designs	RPG
MediEvil 2	Sony CEA	Action
Nightmare Creatures 2	Activision	Action
Planet of the Apes	Fox Interactive	Action
Polaris SnoCrossing	Vatical	Racing
Rogue Trip 2	GT Interactive	Action
Saboteur	Eidos	Action
Spider-Man	Activision	Action
Tenchu 2	Activision	Action
Test Drive Rally	Infogrames	Racing
Tricks 'N Treasures	Psygnosis	Puzzle
Ultimate Fighting Championship	Crave	Action
Unreal	GT Interactive	Action
Walt Disney World Racing	Eidos	Racing
Wild Arms 2: Second Ignition	Sony CEA	RPG
Winnie the Pooh	NewKidCo	Action
X-Men	Activision	Fighting
Yeh Yeh Tennis	Sunsoft	Sports

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

"...a playground for the more twisted imagination"

"The mother of all urban turf wars"

- Official US PlayStation Magazine

GRAND THEFT AUTO IS BACK

GTa2

RESPECT IS EVERYTHING.
FREE PAGER!
MOTOROLA
ROCKSTAR GAMES

GET THE DEMO AT:
WWW.GTA2.COM

FREE*
Rockstar Motorola Pager with a purchase of GTA2.

www.rockstargames.com

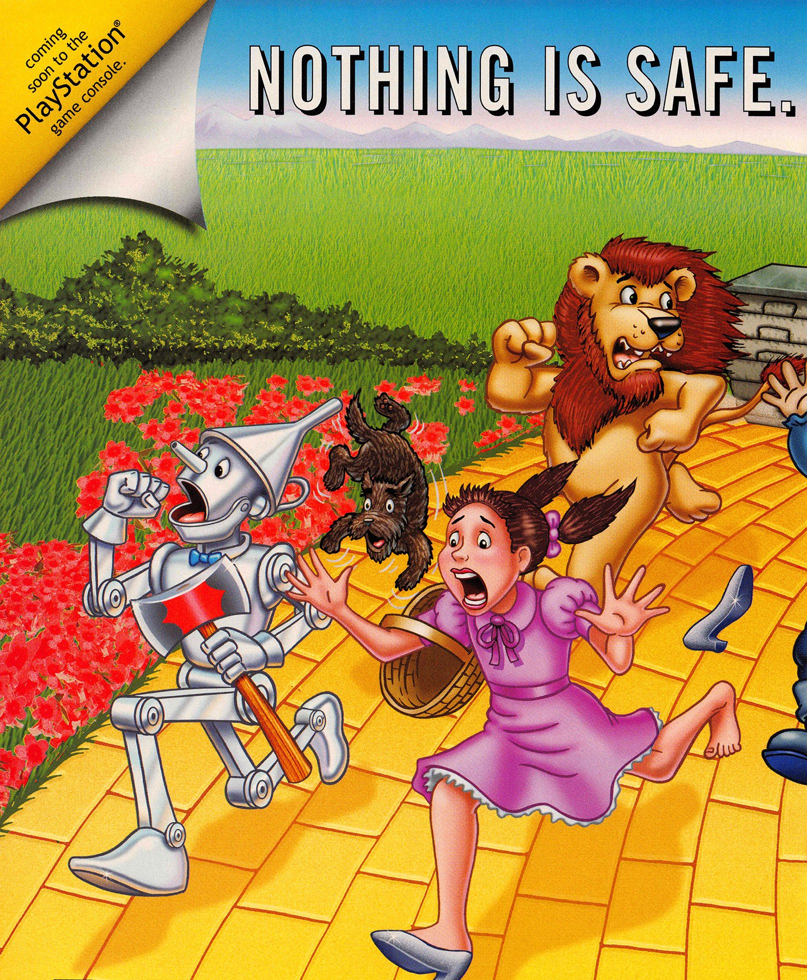
PlayStation®

MATURE
M
CONTENT RATED BY ESRB

DMA Design Ltd.

*One year numeric service contract required PLEASE NOTE: Credit card payment for twelve (12) months prepaid numeric air time service at $10.33 per month (total of $124.00), plus $10.00 shipping/handling and all applicable taxes and FCC charges required at time of order (non-refundable). No activation fee. Free pager must be claimed by 12/31/00. Offer good only where service coverage and local numbers are available. Where local number is unavailable, a toll-free number may be offered for an additional charge. Alphanumeric service available at an additional charge. Purchase subject to standard terms and conditions of service provider. Occasional promotional messages may be sent by sponsor. Offer good in U.S. only. Void where prohibited. Offer available while supply lasts. FLEX technology not available in all areas. Motorola, FLEX, Wordline are trademarks or registered trademarks of Motorola, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. DMA and the DMA logo are trademarks of DMA Design Ltd. Rockstar Games and the Rockstar logo are trademarks of Take-Two Interactive Software, Inc.

© 1999 Rockstar Games. All rights reserved.


coming soon to the PlayStation® game console.
NOTHING IS SAFE.

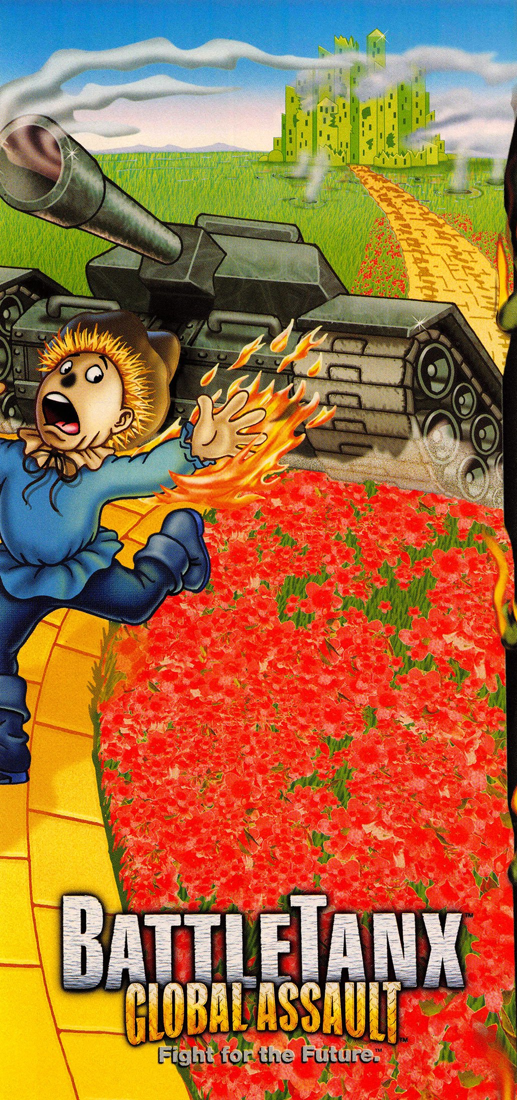
TEEN T CONTENT RATED BY ESRB

NINTENDO 64

CHECK OUT BATTLETANX™ ON GAME BOY COLOR

PlayStation®

© 1999 The 3DO Company. All Rights Reserved. 3DO, BattleTanx, Global Assault, Fight for the Future and their respective logos are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. Nintendo, Nintendo 64 and the "N" logo are trademarks or registered trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Game Boy and Game Boy Color are trademarks or registered trademarks of Nintendo of America Inc. © 1989, 1998 Nintendo of America Inc. Licensed by Nintendo. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.



More insane weapons and modes of destruction

Four Player head-to-head action

22 new levels and 12 havoc-wreaking tanks

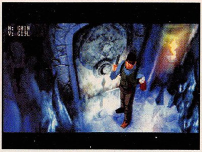
BATTLETANX™ GLOBAL ASSAULT™

Fight for the Future.™

3DO™

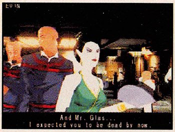
www.3do.com

Theme: Adventure
# of Players: 1
Availability: Winter 2000
Developer: Kronos Digital Ent.
Publisher: Eidos Interactive
URL: www.eidos.com



Fear Effect

Taking another look at Eidos' fearsome adventure extravaganza



Ah, the mysterious and sinister Madame Chen. Not a nice woman.

Yeah. I was hoping I'd never see this place again.

Currently, Fear Effect stands at a full four CDs in size - that's almost three gigabytes worth of game. Most of this space is used up in storing the complex animated backgrounds - and after you've seen it in action, you'll agree that it was put to good use.

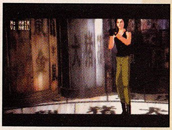
Although Eidos' forthcoming action-thriller has graced our preview pages before, we feel that the latest rev, which features an almost complete play experience, deserves another once-over before it hits shelves. Clocking in at a hefty four discs, Kronos Digital Entertainment's slick action-adventure now packs a lot more story and a lot more depth than previous versions have indicated, and we feel that merits a little extra attention.

Although much ado has been made about the FMV backgrounds over which the characters move, they're looking glossier than ever. Vibrant and alive (albeit with a few artifacts here and there), they bring the settings and locales alive in a way this genre hasn't seen. Seeing water smoothly lap against the side of a dock or steam rise convincingly from a shattered pipe shows the utility of this technology in immersing the player—there's no lifeless plasticky backgrounds here. The one thing that will please most players will be the extremely minimized load times—most area transitions occur with nary a pause, thanks to the streaming technology used to display the backgrounds.

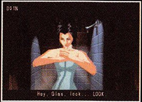
The play control itself isn't a huge deviation from genre conventions, but it works effectively enough. If you're a fan of the Resident Evil games, you'll adjust quite quickly to the absolute directional controls. Unlike the RE titles, though, you'll have the ability to dodge and roll to avoid incoming attacks—a very useful play element, seeing as many enemies have ranged attacks and aren't particularly slow moving.

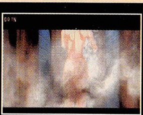
Perhaps the biggest change has been made in emphasizing the story. Frequent cut scenes and professional voice acting are now in place, effectively conveying the rather dark storyline and maintaining the noirish comic book atmosphere that defines the game. The characters are an interesting pastiche of genre clichés and darker elements, and each one has an extensive history that makes many of the game's scenarios more meaningful. There are quite a few plot surprises and revelations, and the plot takes a very dark turn around the halfway point. Many of these center around the game's heroine, Hana Tsu-Vachel, whose past would do a Clint Eastwood character proud. The eclectic blend of Western pretensions and Eastern mythology makes for a unique background, and offers an unusual take on many plot devices that would otherwise seem clichéd.

With a strong emphasis on story and style over incremental changes to genre play mechanics (as so many mediocre action/adventures do to distinguish themselves), Fear Effect is as much an interactive movie as an involving adventure. In many ways, Kronos' baby is becoming the most original entry in an increasingly crowded genre, and it promises a thrill ride no survival horror fan should miss.

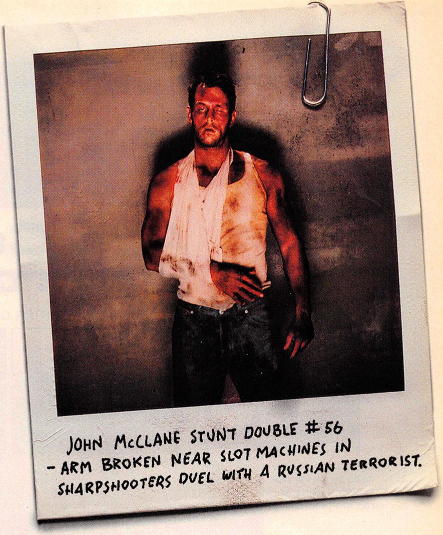


Fan Service





If the vague hope of seeing Lara Croft minus her skivvies kept you awake at night, sweaty and obsessed, then you'll probably dig the cinematic sequence shown here. Hark, ye fanboys, to yet another shower scene promising a titillating glimpse of polygonal pulchritude. Hana, despite her mercenary background, isn't averse to flaunting what she's got, even if it means fisticuffs with slobbering zombies in naught but a towel. Not that we expected otherwise, seeing as the developers at Kronos Digital Interactive are such huge fans of anime—after all, what's an import cartoon these days without a little gratuitous skin?

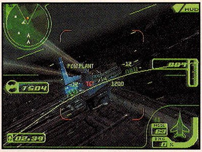


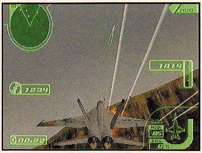
JOHN McCLANE STUNT DOUBLE #56
- ARM BROKEN NEAR SLOT MACHINES IN
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

DIE
HARD
TRILOGY 2™

VIVA LAS VEGAS

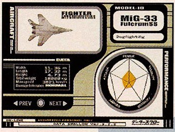
Theme: Simulation
# of Players: 1
Availability: March 2000
Developer: Namco
Publisher: Namco
URL: www.namco.com



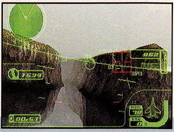


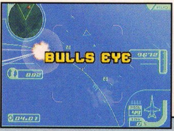
Ace Combat 3: Electrosphere

Namco resurrects PlayStation flight games once again



Choosing the right plane to do the job can substantially lengthen your career as a pilot (above).





CORE
TGT
HUD

If there's any genre of games that's under-represented on the PlayStation, it would have to be flight simulations—which is a bit ironic since there are way too many of them on the PC. In fact, were it not for the previous two editions of the Air/Ace Combat series, this genre might as well not exist on the PlayStation at all.

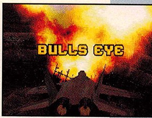
While die-hard jet-jockeys (who love nothing more than endless rows of keystroke commands and dials) may think that Ace Combat 3 feels a little oversimplified, Ace Combat fans will recognize that Namco has stayed true to the series' formula: an arcadey flight simulation that sticks to the fun of flying, not the process of its rigid mechanics. Oh, and you can blow lots of stuff up too.

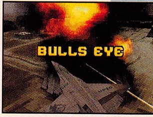
Set in the future, Ace Combat 3 puts you in the cockpits of aircraft based on off-shoots of real-world designs (such as MIG-33s, Blackbirds, F-16s and Stealth Fighters). The planes come stocked with an obnoxious amount of missiles (at least 80, and sometimes hundreds), unlimited gun ammunition and a wonderful high damage tolerance. About the only thing that will knock you out of the sky immediately is slamming nose-first into a cliff, and even then you'll survive a second or two longer than you should.

As you work to stop a terrorist organization (called Neuworks) by completing missions, new weapons and planes are awarded. The most deadly thing about this organization seems to be their Weapon Design department, however. You just have to question a bunch of scientists that create hopeless cannon fodder such as batwing-looking planes called "R-532 Mobura," "UI-4052 Carlias" transports, dual-cockpitted "R-201 Asterozoas" and our personal favorite, a naval installation named "Megafloat." The one thing that these all have in common (aside from their names) is that they can't seem to aim that well. But it's all in good fun—and they have the strength in numbers, anyway.

Many of Ace Combat 3's missions pit you in dogfights with unfair amounts of planes, but some of them are a bit (such as Escort Duty, land assault or attacking boats) more intricate. Some missions start off with one goal, and if completed properly, turn into something else. For example, one mission asks that you follow a plane undetected through a maze of ravines. If you succeed, you'll find a hidden base which you must destroy in order to fully complete that mission. All missions are graded after you finish them, and though some are very easy to pass, it is much harder to get a high grade.

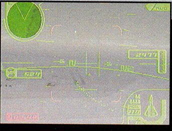
Which brings us to tell you that in just a month or two, we'll be giving Namco's Ace Combat 3 a grade as well.

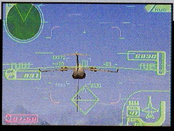




A (Bird's-Eye) View To A Kill

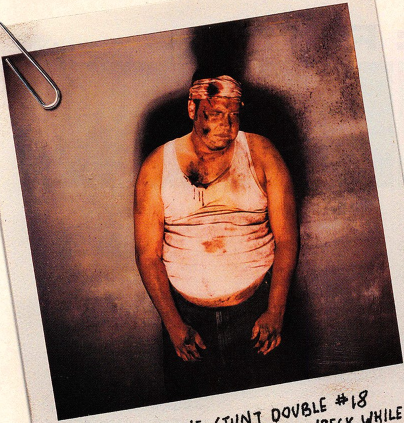
One of the most annoying things about flight simulations is that you always zip past the target you just dropped 2000 pounds of explosives onto. Seeing your handiwork is always the big reward for a well-placed hit, and Ace Combat 3's "Auto-View" mode gives you a quick glimpse of your latest victim as your ordinance destroys it.



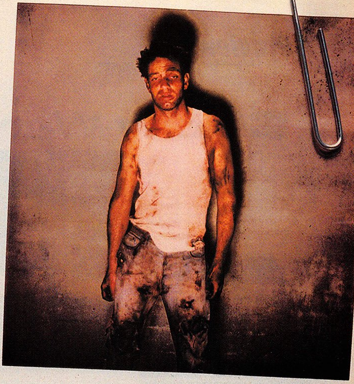


Airs of Realism

Occasionally, Ace Combat throws a few realistic wrinkles into the action by allowing you to attempt to land your plane or even undergo a tedious mid-air refueling. If dawdling in such formalities doesn't interest you, just press the Start button to have the auto-pilot do it for you.



JOHN McCLANE STUNT DOUBLE #18
-HEADWOUND FROM HIGH SPEED WRECK WHILE
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.

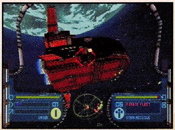
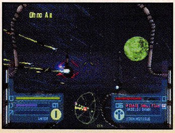
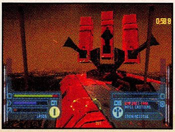
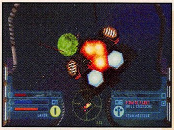
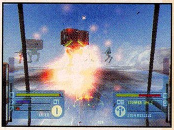


JOHN McCLANE STUNT DOUBLE #134
-STEPPED ON PROXIMITY MINE NEAR
ROULETTE TABLE WHILE BATTLING TERRORISTS.

DIE HARD
TRILOGY 2™
VIVA LAS VEGAS

Colony Wars: Red Sun

Theme: Action
# of Players: 1
Availability: March
Developer: Psygnosis
Publisher: Psygnosis
URL: www.psygnosis.com

It's not the Battle of Hoth, sure, but you can tell where the inspiration for this mission came from.

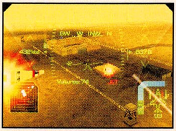
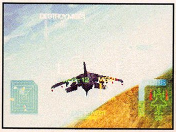
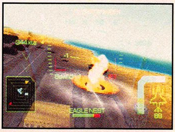
The original Colony Wars, released over two years ago, was one of the best space sims ever released for a console. Even today, it packs quite a graphic wallop, and has an intuitive control set many similar titles would do well to emulate. Sadly, the anticipated sequel, Vengeance, never quite reached the high water mark set by its precursor, encumbered as it was by an ungodly level of difficulty. Red Sun, the third title in the series, makes a number of changes to the original formula, all of which look to be for the better.

In Red Sun, you take on the role of Valdemar, a character described as "a Han Solo-type military agent." Being the roguish sort he is, Valdemar has no particular affiliation with either the League or the Navy—it'll be up to you to direct his actions and pick a side to support. Building on this more open play premise is the ability to earn credits and customize your ship (or purchase an entirely new one altogether). Best of all, you can now save after every mission, rectifying the biggest complaint with the previous two Colony Wars titles. The visuals (especially the land-based missions) are eye-searingly impressive, with effects and a frame rate sure to wow even the most curmudgeonly of graphics fiends. The sonic package boasts full orchestration from a real symphony, giving the game a decidedly John Williams-like epic feel. An open mission structure that allows for a variety of approaches and endings adds to the replayability and lets you choose Valdemar's path as he pursues the mysterious battleship "Red Sun."

With over 50 missions to complete and some of the most stylishly attractive graphics seen in a space sim, Red Sun looks to eclipse the competition in a big way. Zip up your space suit and join the battle in March.

Eagle One: Harrier Attack

Theme: Shooting
# of Players: 1-2
Availability: Q1 2000
Developer: Glass Ghost
Publisher: Infogrames
URL: www.infogrames.com

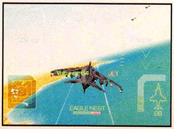
In a funk because you haven't had the chance recently to send a MiG into a tailspin with a rocket smoking from its tailpipe? Well, fret ye no more, fly boys; Infogrames and Glass Ghost are looking to give you your wings back with Eagle One: Harrier Attack, their action-driven simulation of the popular VTOL jet.

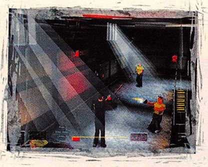
The premise places you as a hotshot pilot in an elite cadre of wingmen out to liberate Hawaii (and eventually the world) from the Army of the New Millennium, a rogue army of hackers and ex-Soviets out to rule the world as we know it. They've stolen some of the most high-tech hardware out there, and its up to you and your smokin' pilot skills to blast 'em out of your airspace. The missions are varied, and range from shutting down munitions convoys to blowing high-tech battleships out of the water. An orchestral score lends an epic punch to the action on-screen, gettin' the old patriotic blood a-flowin'. Although the terrain modeling isn't quite up to the level seen in Ace Combat 3, and the HUD colors could still use a little work, the story and setting make this flier a little more involving than most generic flight sims. Planes and buildings also blow up quite nicely, an important factor in any action-based air combat title. Game modes include a cool two-player Co-op mode that allows you and a buddy to tackle missions together. You can also go head to head in the hopes of settling once and for all who the real Top Gun is.

With a few fixes here and there Eagle One could be one flight all air combat fans will want to book.

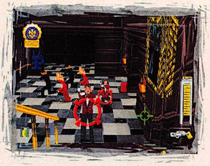
Go Vertical

One of the cooler aspects of piloting a VTOL (Vertical Takeoff and Landing) jet is the ability to hover, planting Vulture rockets into a convoy of tanks as they crest a hill. In reality, this consumes a sick amount of fuel, but this ability alone makes the Harrier such a valuable ground-strike jet, even today.

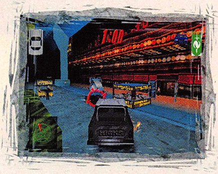




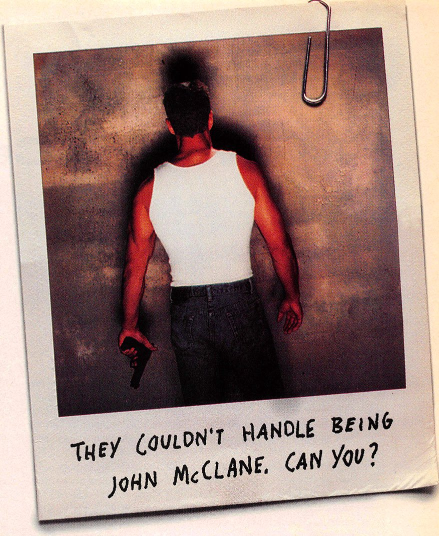
McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



THEY COULDN'T HANDLE BEING JOHN McCLANE. CAN YOU?

JOHN McCLANE IS BACK.
AND LAS VEGAS WILL NEVER BE THE SAME.

IN DIE HARD TRILOGY 2 YOU CAN PLAY YOUR FAVORITE GAME OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

YOUR ENEMIES HAVE ADVANCED AI, SO IT'LL TAKE BOTH STRATEGY AND SKILL TO SAVE HOSTAGES WHILE TRYING TO SAVE YOUR OWN BUTT.

USE TWELVE DIFFERENT WEAPONS TO BATTLE ENEMY TERRORISTS, WHOSE FIVE DAMAGE QUADRANTS MAKE THEM TOUGH TO DROP.

PlayStation
DIE HARD
TRILOGY 2
MATURE
M
ESRB
VIVA LAS VEGAS
FOX

GOOD LUCK. YOU'LL NEED IT.

MATURE M CONTENT RATED BY ESRB

FOX INTERACTIVE™

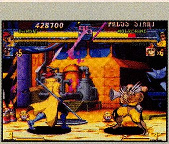
PlayStation®

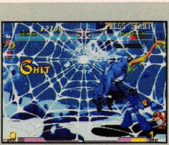
For mature audiences only.

www.foxinteractive.com

Film Corporation. All rights reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

Marvel vs. Capcom



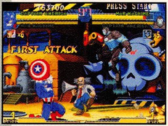


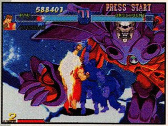
First, the good news: Capcom has decided to port their arcade crossover hit Marvel vs. Capcom to the PlayStation. One of the most popular arcade titles of the past year, Marvel vs. Capcom pits various mascot characters from the respective companies in Street Fighter-style combat. Now the bad news: Like last year's X-Men vs. Street Fighter conversion, the tag feature that made the "Vs." series so popular is once again limited by the PlayStation's lack of RAM. The normal arcade mode is a one-on-one affair, but to compensate for the missing tag feature, you can select either Special Heroes mode, where you can call in a secondary character for a one-time attack, or Partner Heroes mode, where a regular character will jump in to your aid during your hyper combos. Those who can't live without the tag-team madness will have to make do with the independent Crossover mode, where you can tag in a partner, but characters on the opposing team must be the same as yours.

While fighting purists may shy away from the spastic nature of the game, comic book fans as well as Capcom aficionados will flock to it. From the Marvel universe we have Wolverine, Gambit, The Incredible Hulk, War Machine, Captain America, Spider-Man and his evil counterpart Venom. Representing Team Capcom is Mega Man, Strider Hiryu, Jin, Morrigan, Ryu, Chun-Li, Zangief and Captain Commando.

As far as graphics go, this version is missing frames of animation and suffers from dull colors when compared to the arcade, but nonetheless, it's some of the best 2D fighting you'll find on the PlayStation. Marvel vs. Capcom should be in stores by the time you read this preview.

Theme: Fighting
# of Players: 1-2
Availability: Now
Developer: Capcom
Publisher: Capcom
URL: www.capcom.com

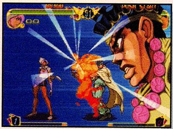


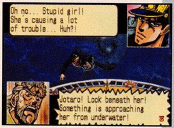


As you can probably tell, Onslaught is a bad guy.

JoJo's Bizarre Adventure

Theme: Fighting
# of Players: 1-2
Availability: February
Developer: Capcom
Publisher: Capcom
URL: www.capcom.com

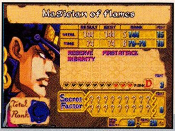


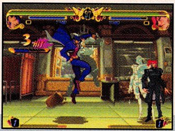


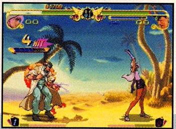
Oh no... Stupid girl!! She's causing a lot of trouble... Huh?!

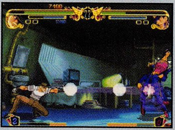
Jotaro! Look beneath her! Something is approaching her from underwater!

(Top) It just wouldn't be a Capcom fighting game without hyper combos. (Bottom) The comic books come alive.









Last year's disappointing X-Men vs. Street Fighter port validated the claims of many a PlayStation naysayer. Many doubted that the hardware could handle Capcom's fighting games, and they were right. With JoJo's Bizarre Adventure, Capcom is setting out to redeem themselves and prove that the full arcade experience can be brought to the PlayStation.

JoJo's Bizarre Adventure is as bizarre as its name. Based on a popular Japanese comic (manga) series, the story revolves around the battle between the family of Joseph Joestar (hence the name "JoJo") and a group of vampires lead by the family rival DIO. A few examples of the 18 eclectic fighters are an ill-tempered dog, an assassin with a deadly shadow and a hawk that can manipulate ice as a weapon. JoJo's introduces a unique element to Capcom's standard fighting gameplay, called the Stand. The Stand represents the manifestation of that character's mental energy, and has its own life bar. When the life bar runs out, the Stand is defeated and must recharge before it can be used again.

The original arcade game ran on Capcom's CPS-III board, so one can expect a step-down in graphical quality. But the characters still animate beautifully with very few missing frames of animation. The only negative would be the rather sparse and lifeless backdrops.

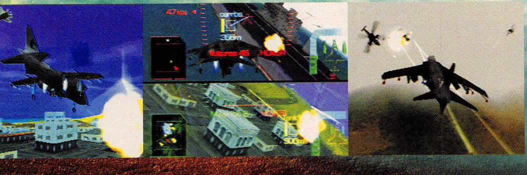
The fighting system is rather simple—light, medium and strong attacks combined with the Stand power (there are even Capcom's famous hyper-combos). JoJo's Bizarre Adventure is on schedule for a February release and should be a worthy addition to a fighting fan's library.

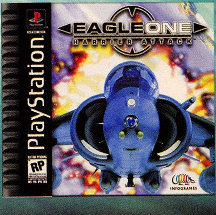
EAGLE ONE
HARRIER ATTACK™

GOLDEN BEACHES, SWAYING PALMS, DEADLY TERRORISTS...
NO EJECT BUTTON.

Aloha...Hawaii is under siege from terrorist fanatics. As *Eagle One*, command the searing action and fly 5 different attack planes, including the Harrier Jumpjet, into the latest hot spot. Turn'n burn, baby...it doesn't get much Harrier than this.

- Pilot your fully loaded Harrier Jumpjet through 25 adrenaline-pumping missions.
- Attack enemy planes, ships and ground forces in frenzied anti-terrorist action.
- 1st & 3rd person views capture the non-stop heat.
- Choose Action or Sim Modes to experience the battles in 2 different ways.
- Split-screen 2-player action puts you in the middle of head-to-head dogfights; or grab a wingman to take out the enemy in cooperative mode.

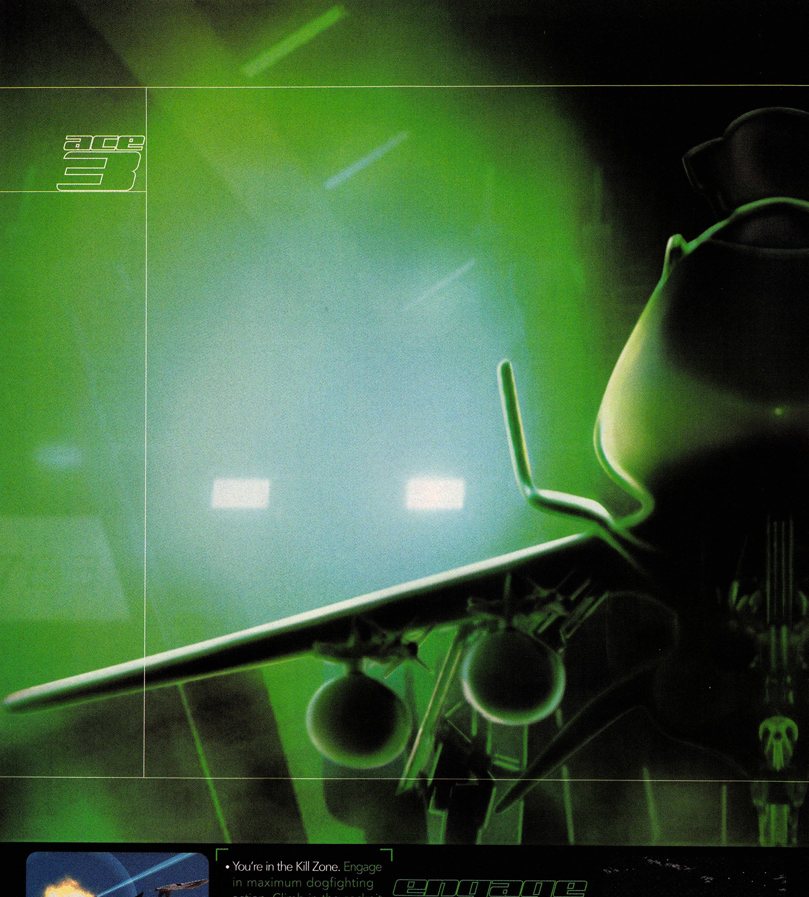




PlayStation INFOGRAMES RATING PENDING RP CONTENT RATED BY ESRB GLASS GHOST

www.eagleone-thegame.com

Eagle One Harrier Attack and Infogrames are the trademarks of Infogrames. Eagle One Harrier Attack ©1999 Infogrames. All Rights Reserved. Developed by Glass Ghost. All other trademarks and trade names are the properties of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.



• 001

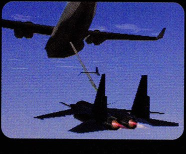
search

• You're in the Kill Zone. Engage in maximum dogfighting action. Climb in the cockpit of 22 cutting-edge aircraft. Fly in 36 furious missions; air-to-air, air-to-ground, air-to-sea, even into the stratosphere.

• For the 1st time on the PlayStation® game console – Pilot your fighter during mid-air refueling or opt for the autopilot.

engage

• • 002



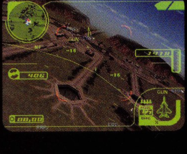
003 • • •

• Night Fight. Instrument Landing Systems and night carrier landings are all mission critical when you're dueling after dark.

Every hunter needs a nice gun rack.

destroy

- **Lock and Load.** The all-new 3D Virtual Cockpit mimics the exact movements of the pilot's head during combat, so the player never loses sight of the action.



ACE COMBAT 3

electrosphere

FROM THE MAKERS OF AIR COMBAT

EVERYONE
E
CONTENT RATED BY
ESRB

PlayStation

www.namco.com

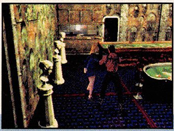
From the Creators of Air Combat
ACE COMBAT 3
electrosphere
PlayStation
namco

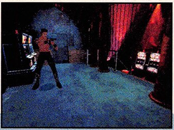
ACE COMBAT™ 3 electroshpere & © 1999. Namco Ltd., All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

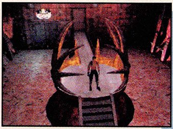
ACTUAL IN-GAME SCREENSHOTS.

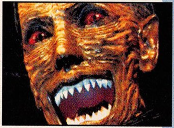
Countdown Vampires

Theme: Adventure
# of Players: 1
Availability: Q2 2000
Developer: K.2.C.
Publisher: Bandai U.S.
URL: www.bandai.com









These vamps are definitely not of the Elvira bent. For one thing, they tend not to do bad beer commercials. They also try to bite your face off.

The date is December 31, 1999. The place, the posh Desert Moon Hotel. It's nearing midnight when the party starts to heat up—literally: It seems some careless partygoer has started a fire. As the blaze spreads, the sprinklers come on. But what comes out is not harmless water, but rather a vile black ichor that turns everyone it touches into bloodthirsty vampires. And only you, bodyguard Keith Snyder, have escaped its touch.

Such is the plot of Countdown Vampires, the mystery adventure from Bandai. Your mission is to get to the bottom of this bizarre transformation, find the source of the toxin, and return all the innocent bystanders to their normal, less toothy selves. Over the course of your quest you'll travel to eight distinct locations, ranging from the dimly lit hotel casino to heavily forested outdoor settings.

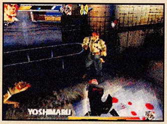
The action takes place in prerendered environments populated with polygonal characters in the style of Resident Evil or Parasite Eve. But the presence of the tough, bare-chested, tattooed Snyder gives the game more of an action-movie feel.

Cool twists, such as subtle adjustments to gameplay based on your inputted name and blood type, as well as unkillable opponents who must be stopped in ways other than direct assault, offer a pleasant variety amid standard adventure fare. The FMV is some of the best looking this side of a Square or Namco offering, and sure to please those who like a visually well-described plot.

Ever since the first Resident Evil, other companies have presented their own takes on the "survival horror" genre. Few have seriously challenged the reigning masters. But it's possible that with its unusual story and unique settings, Countdown Vampires may be a serious contender. You'll be able to judge for yourself when the game is released this Spring.

Gekido

Theme: Fighting
# of Players: 1-4
Availability: Q1 2000
Developer: Infogrames
Publisher: Interplay
URL: www.interplay.com



At long last, Sega's classic Streets of Rage series may have a spiritual successor, and from the unlikely source of Infogrames. It appears the company has scored quite a pleasant surprise in the form of Gekido, a side-scrolling 3D beat-'em-up with more depth and style than we've seen in other attempts to bring the genre into 3D.

For starters, Gekido features a pretty detailed and extensive combo system that allows you to defeat the baddies in a variety of clever ways. Multiply that by four for each of the unique characters, add in over 15 detailed and spectacular locales, and spice it up with some of the best-looking special effects ever seen on your little grey box. But they didn't stop there—there's a four-player arena battle mode that allows for some hardcore party beatdowns, as well as a ton of hidden characters to unlock and loads of secrets. And the game will change depending on the character, as each brawler boasts a unique set of abilities.

This game is, as of this writing, just what fans imagined a 3D extension of classics like Final Fight might be.

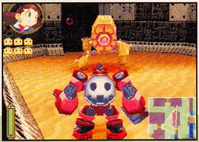
If you've got a hankering for hardcore fisticuffs and haven't stopped pining for a proper upgrade to the brawlers of the early '90s, Gekido may be just what you're looking for.

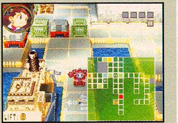
Button Mashing

You've got three attack buttons in Gekido—two punches (right and left) and a kick. Tapping one of them repeatedly will produce a canned combo, but as you experiment by alternating attack types, more complicated and impressive combo maneuvers will result. When you uncover one, Gekido will display the button combination by your life bar. Keen!

Misadventures of Tron Bonne

Theme: Action
# of Players: 1
Availability: February 2000
Developer: Capcom
Publisher: Capcom
URL: www.capcom.com

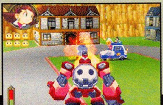


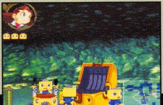


Life ain't easy when you're Tron Bonne. You've just wiped off the soot after a sound thrashing by that goody two-shoes, Mega Man, and what happens? The not-so-nice folks who loaned your family the money to buy their Geschallcraft come a knockin', looking for the million or so Zenny you owe 'em. What's a misunderstood villainess with a legion of Lego-like robots and a knack for mischief to do, but fight, thieve and connive her way into mustering up the cash?

In Capcom's forthcoming 3D action-slash-adventure-slash-RPG-slash-whathaveyou, that's exactly what you'll do. As the pint-sized femme fatale Tron Bonne, you'll have to tackle a variety of missions and manage your roster of helpful Servbots in order to score the big dollars needed to free your brothers Teisel and Bon Bonne from the nefarious Glyde and his boss, the sinister Mr. Loath. This means engaging in a wide variety of scenarios, including the exploration of ancient caverns in a quest for treasure, or robbing an animal hospital. Each mission comes in a variety of types, some of which involve piloting a powered suit and blasting your way into wealth. Others are more cerebral, requiring you to put that spiky-haired cranium to use and guide a team of Servbots through an ancient ruin, dodging traps and battling reaverbots. Before missions, you can train your Servbots and send them out on scouting missions, which will upgrade their stats and make them more effective. All of this is accompanied by beautifully stylized graphics and some pretty stellar voice acting—Capcom's definitely put the effort into polishing this title up good.

Sometimes, it's just more fun to be bad. If anime-styled villainy and unorthodox 3D action is your bag, you'll definitely want to check out what ol' Tron and her family of raconteurs is up to. Although it might be a sleeper due to its unusual premise and heroine, The Misadventures of Tron Bonne is shaping up to be an adventure quite unlike any other.





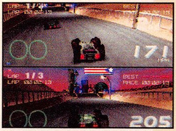
Tron Bonne: /tron bōn/
A diminutive and ill-tempered criminal with an intense dislike for fashionable dress and self-righteous blue robotic do-gooders. Tends to keep company with a host of disgustingly cute robots whose loyalty and courage is largely questionable. Approach with caution, and keep your Megablaster charged.

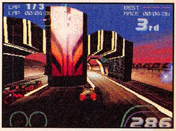
Dear John,
I've met
someone else.
Good luck!
Betty
Old flames die out, but I can always make new ones.
ARMY MEN™
WORLD WAR
REAL COMBAT. PLASTIC MEN.™
RATING PENDING
RP
CONTENT RATED BY ESRB
PlayStation
3DO™
www.armymen.com

© 2000 The 3DO Company. All Rights Reserved. 3DO, Army Men, Real Combat. Plastic Men., and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

Rollcage Stage II

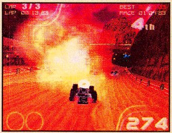
Theme: Racing
# of Players: 1-2
Availability: March 2000
Developer: Attention to Detail
Publisher: Psygnosis
URL: www.psygnosis.com

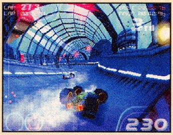




For some reason, futuristic racers are all the fashion with developers right now. The appeal probably lies somewhere between conspicuously avoiding the pitfalls of trying to emulate realistic physics and a love of the fantastic, which usually combines to produce a game that features bizarrely-designed racecraft that fire weapons on tracks absolutely caked with neon lighting effects. However, despite the knowledge of this cliche, a number of developers manage to get it right, and one of those successes was last year's Rollcage, which received a fair spot of positive press, much to the delight of developer Attention To Detail (ATD).

Rollcage Stage II, the expected sequel, is both an attempt to fix the flaws of last year's version—most notably, the difficulty in getting your big-wheeled vehicle to turn around—and expand the depth of the engine. They've taken this task quite seriously, as any Rollcage fan will find upon booting the sequel: the controls are tightened up, the graphics are sharp, and the frame rate never burps as bad as it did in the first title. If you aren't familiar with the premise of Rollcage, then take a gander at the screenshots: You race in specialized vehicles that can speed along virtually any surface, even when inverted, pausing only to collect and utilize flashy powerups. The sense of extreme velocity still remains, despite the updated graphics engine. New play modes have been added, including a hilarious Soccer mode which allows you to push a massive ball around with your roadster, and a Scramble mode that challenges players to survive an edgeless track. Many of these game modes, as well as hidden cars and tracks, must be unlocked through skillful play.

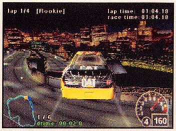


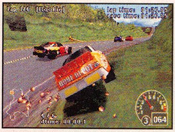


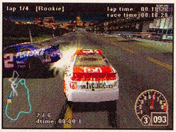
If fantastic racing games haven't worn out their welcome on your gaming doormat, you may want to keep your eyes peeled for Rollcage Stage II. Cliches aside, ATD and Psygnosis are serious about delivering the definitive futuristic racer.

NASCAR Rumble

Theme: Racing
# of Players: 1-2
Availability: Spring 2000
Developer: EA Sports
Publisher: EA
URL: www.ea.com







Let's be entirely honest here: the NASCAR license on this forthcoming arcade racer from EA is for looks only. NASCAR Rumble, despite sporting an eponymous claim to every redneck's attention, has about as much in common with real stock car racing as Jed Clampett has to the Billionaire Boy's Club. And, after a few spins around the intense and varied courses packed in this bad boy of racers, that's probably a good thing—you may have the big names of NASCAR at the wheel, but the insane jumps, flashy power-ups, and ridiculous crashes let you know you're well out of Kansas and far into the land of pure arcade action.

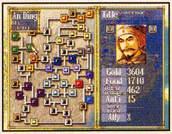
The first thing anyone will notice about NASCAR Rumble is the speed: the scenery roars past at a gut-churningly high rate of velocity. And although the engine is pushing quite a few clean-looking polys and surprisingly smart CPU opponents, the frame rate rarely staggers or hiccups. With at least 14 vehicles, and three upgrade levels (Stock, Injected, and Fully Blown), speed is the one thing you'll never have to worry about in this alternate NASCAR universe. Over 18 tracks, each with quite a bit of visual variety, hidden routes, and strategically-placed product endorsements, await your abusive driving habits. Of course, there's also the requisite two-player split-screen mode, which maintains a satisfying frame rate despite the high level of detail. Lastly, you can expect a plethora of secret cars, tracks, and options to unfold as you rack up victories.

It may be NASCAR in name, but it's closer to a demolition derby in spirit.

Maximum Firepower

If the screens weren't enough to convince you that this game is totally over the top, the fact that power-ups, such as oil slicks and a car-launched tornado, are required to beat your foes certainly will. The "blizzard" is an especially nasty weapon: Fire it off when your opponent is in a turn and watch his wheels lock into place, forcing him to endlessly circle in his own little world of asphalt misery. Ha.

Romance of the Three Kingdoms 6: Awakening Dragon

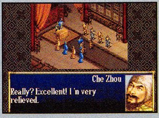

An Ding
Title Governor
Gold 3604
Food 1710
462
Anti 15
Ally X

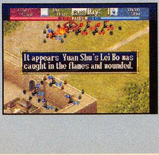
Theme: Strategy
# of Players: 1-2
Availability: February 2000
Developer: Koei Interactive
Publisher: Koei Interactive
URL: www.koei.com

Romance of the Three Kingdoms 6, the latest sequel in the long-running series that put Koei on the strategy gaming map, is exactly what you'd expect: minimal flash, but maximum depth of play. Once again, you step into the curly shoes of one of China's greatest warlords, using your cunning diplomatic technique and provincial management skills to ensure your position at the top of the successional mountain.

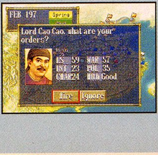
There's a whole host of improvements for fans of the series to look forward to, including region-specific units, such as the mountaineers of the Shu province and the advanced naval units of the Wu clan. For the first time, you can take control of the Imperial city-state, putting yourself in direct support of the emperor. Gaining the support of the emperor is a vital aspect of winning the many game scenarios, and adds a powerful shot of realism by mimicking politics of that era. In battle, there are more tactical options and strategic considerations than before, with terrain playing a significant role. Perhaps the greatest change to the battle engine is the ability to issue multiple commands to multiple armies and have them execute simultaneously, allowing for offensive feints and more tactically intelligent maneuvers. You can also plant defensive traps to thwart invaders, and the amusing "duel" scheme returns, with all- new tactical options. Lastly, each general now has a personal goal, such as "justice" or "intelligence," which makes managing them a far more involved affair and adds more ramifications to provincial management.

With seven full-length historical scenarios and seven short scenarios that focus on key events during the Three Kingdoms period, strategy aficionados looking for meat in this full-course meal will definitely not be disappointed. Romance of the Three Kingdoms 6: Awakening Dragon, may be the most fully developed simulation of this period in Chinese history to date.

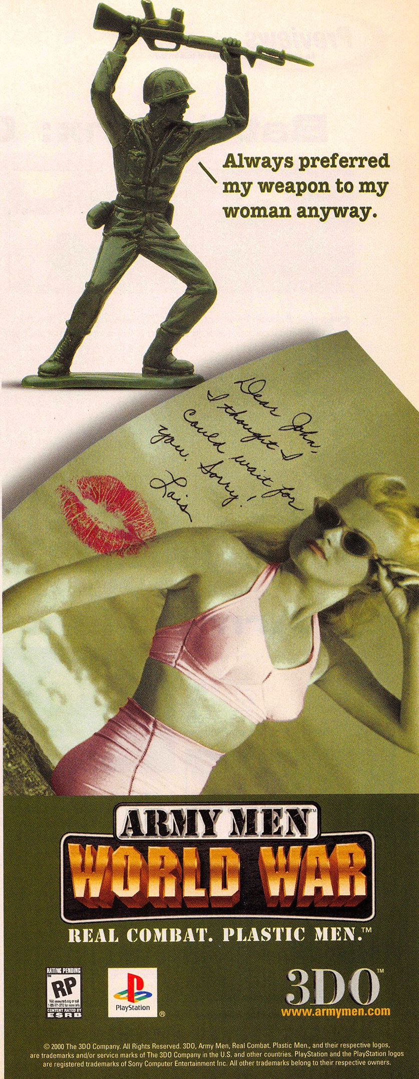

Che Zhou
Really? Excellent! I'm very relieved.



It appears Yuan Shu's Lei Bo was caught in the flames and wounded.


FEB 197

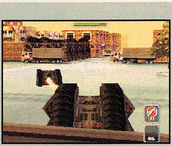
Lord Cao Cao, what are your orders?
LS 59 WAR 57
INT 23 POL 35
CHAR24 Hlth Good



Always preferred my weapon to my woman anyway.
Dear John, I thought I could wait for you. Sorry! Lois
ARMY MEN™
WORLD WAR
REAL COMBAT. PLASTIC MEN.™
RATING PENDING RP CONTENT RATED BY ESRB
PlayStation
3DO™
www.armymen.com
© 2000 The 3DO Company. All Rights Reserved. 3DO, Army Men, Real Combat. Plastic Men., and their respective logos, are trademarks and/or service marks of The 3DO Company in the U.S. and other countries. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All other trademarks belong to their respective owners.

Battletanx: Global Assault

Theme: Action
# of Players: 1-2
Availability: Q1 2000
Developer: 3DO
Publisher: 3DO
URL: www.3DO.com

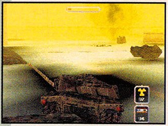


By now, it should be accepted that the apocalyptic landscape of the future will be a vast and panoramic wasteland, punctuated with shattered skyscrapers and faded billboards about which roving gangs of mutated anarchists wage battle with their combat-ready vehicles. We've all watched *Mad Max*—and maybe *Tank Girl*, if your karmic tally was low—so we're all pretty ready for a post-Y2K future where our survival will be dictated by how many rounds of depleted uranium we can slam through the armor-plated hull of a battle-modified Chrysler, right?

3DO doesn't think so. See, the good folks there know that piloting a combat tank in the urban wasteland of the future isn't something your average Joe Sixpack is cut out for. Hence, they've done us all a favor and developed Battletanx: Global Assault.

Although both this title and the previous were developed for the N64, this particular version employs an engine optimized for the PlayStation, with a solid frame rate and quite a bit more texture detail. 3DO has provided a hefty variety of tanks to utilize, ranging in type from lumbering hulks that resemble 1920's German variety, to speedy little half-tracks that are light on armor but can dodge a nuke faster than you can say "Slim Pickens." The currently available arenas feature a sizable amount of destructible elements, including warehouse walls and parked vehicles. A full campaign mode with a variety of mission objectives—most of which loosely surround the game's central plot device of rescuing the world's remaining women from evil mutants—keeps the game a little more focused than most entries in the car combat genre. There's also a smooth two-player combat mode, which will probably be the aspect that nets the most action. Sure, it's fun to toast evil Soviet mutants, but levelling the CPU will never be as much fun as watching the freak next to you shriek in horror as his mechanized alter ego is reduced to curbside slagmelt.

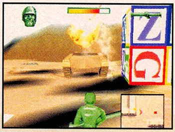
Battletanx should hit store shelves not long after the new year...if we're all still alive.



Nothing lights up the night quite like a thermonuclear device.

Army Men: Sarge's Heroes

Theme: Action
# of Players: 2
Availability: Q1 2000
Developer: 3DO
Publisher: 3DO
URL: www.3DO.com



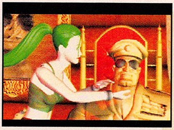
One thing's to be said for 3DO: they're serious about making their Army Men titles into a popular franchise. In the space of a couple years, we've had Army Men 3D, Army Men: Air Attack, and now the most recent: Army Men: Sarge's Heroes. Fortunately for fans of those little plastic guerrillas that populate this series, they've also taken the care to bring new play elements to each installment, and Sarge's Heroes is no exception.

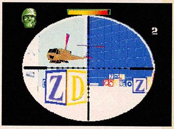
This time, you'll step into the third-person boots of "Sarge," a gung-ho Green Army commando out to stop the evil General Plastro and his Tan forces after they capture the members of his squad and invade his homeland.

Unfortunately for Sarge, Plastro has developed warp portals that allow him to travel between the world of Army Men and ours, forcing Sarge to not only wage Rambo-styled war over forests and snowfields, but in sandboxes and bathrooms, as well. Uh oh.

The gameplay itself is very similar to other third-person action/stealth titles out there such as the popular Syphon Filter and Tomorrow Never Dies. As expected, there's a wide variety of weapons and munitions to play with, all of which require a little brains to use appropriately. The numerous missions are also quite diverse, and feature Sarge battling in a wide variety of environments, ranging from conventional battlefields to those set in the "real world," such as a kitchen and a holiday-laden living room.

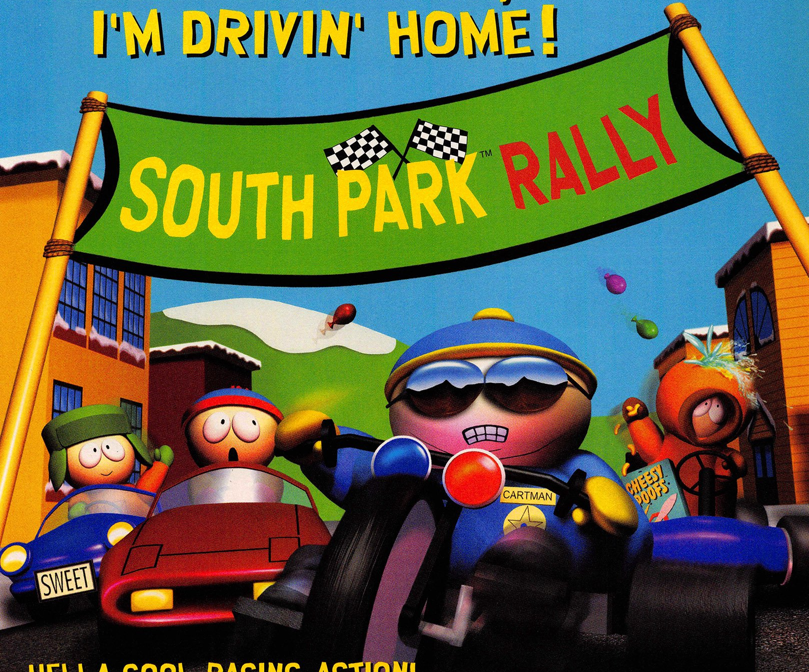
Like Army Men: Air Attack, Sarge's Heroes offers a refreshingly different take on the same universe, keeping a rapidly-populated series from becoming stale. But will the premise be enough to sell it with so much competition out there? The chances look good, but only time will tell.





Sight down those tan bastards using your sniper rifle, and pop a cap in their little plastic heads. Who says toys play nice?

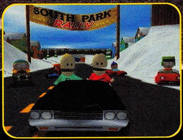
SCREW YOU GUYS, I'M DRIVIN' HOME!



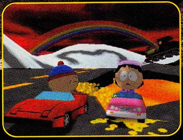
HELLA-COOL RACING ACTION!

FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!

Acclaim®
www.acclaim.com



Break like the wind with Terrance and Phillip!



Honk if you're packin' projectile vomit, explosive diarrhea, and more sweet pick ups!

It's super racing fun! Thanks for asking!

Make the competition respect your authori-tah with dozens of outrageous vehicles!

MATURE M CONTENT RATED BY ESRB

COMEDY CENTRAL www.comedycentral.com

SOUTH PARK™

NINTENDO64

Sega Dreamcast

PC CD-ROM

PlayStation

TM & © 1999 Comedy Central. All Rights Reserved. ® & © Acclaim Entertainment, Inc. All Rights Reserved. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Sega, Dreamcast, and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc. Licensed by Nintendo.

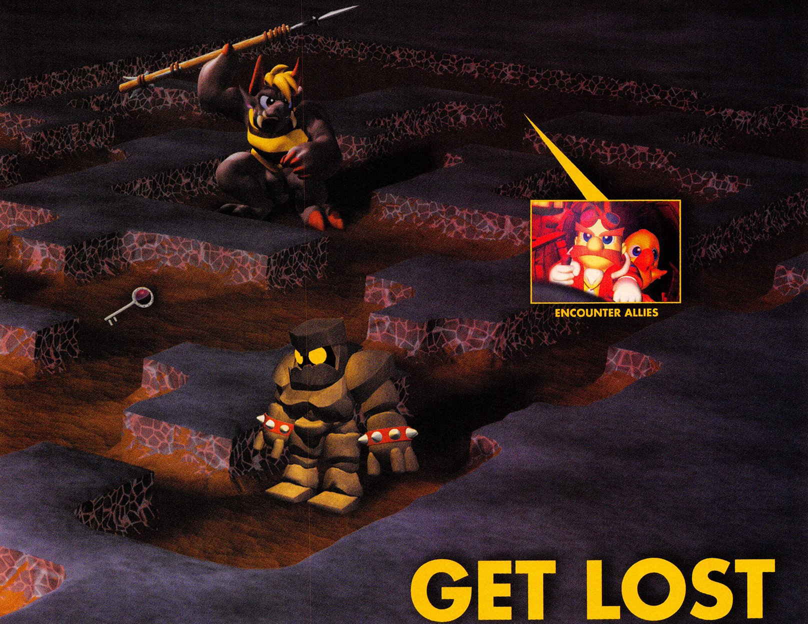
6F Lv5 HP 45/58 96%
21F Lv19 HP 110/110 37%

Items became
Wood Saddle

CUSTOMIZE WEAPONS & ARMOR

MEET MONSTERS

CAST MAGIC



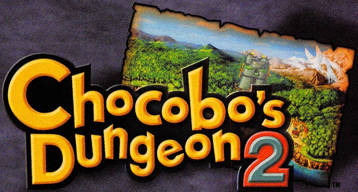
GET LOST

in this amazing new adventure starring FINAL FANTASY®'S Chocobo and many other familiar characters.

Explore and battle in a variety of mysterious dungeons which randomly change each time you enter them.

Challenge dangerous monsters.
Discover your companion's secrets.
Recover untold magical treasures.

You may never see daylight again.



Chocobo's Dungeon 2™

EVERYONE
E
CONTENT RATED BY ESRB

EVERYONE
MILD ANIMATED VIOLENCE
Visit www.esrb.org or call 1-800-771-3772 for rating information.

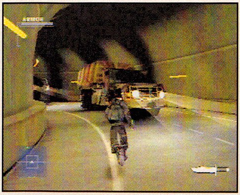
SQUARESOFT®
www.squaresoft.com
Published by Square Electronic Arts L.L.C.

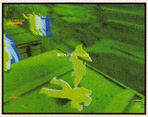
© 1998, 2000 Square Co., Ltd. All rights reserved. FINAL FANTASY, SQUARE SOFT, and the SQUARESOFT logos are registered trademarks of Square Co., Ltd. Chocobo's Dungeon is a trademark of Square Co., Ltd. U.S. Patent No. 5390937, 5649862. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

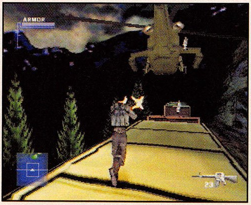
PlayStation®

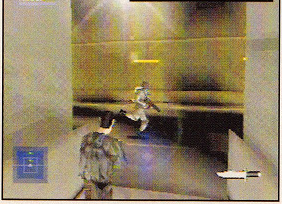
Syphon Filter 2

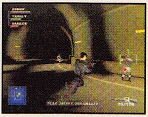
Gabe Logan is back! One of last year's most popular PlayStation titles returns this winter with 20 levels of all-new espionage adventure so huge they need two CDs just to fit it all! Syphon 2 uses most of the same mission-oriented third/first-person gameplay of the original, but 989 has tweaked problem spots and added a bunch of new features—like the ability to jump and walk more precisely, over 10 new weapons (including crossbows, combat knifes, and flamethrowers....), and even an all-new two-player split screen deathmatch mode. Oh, and that annoying checkpoint save system from the original? It's been fixed! Look for the full scoop on Syphon 2 next month, including a playable demo on our CD!

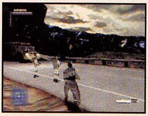


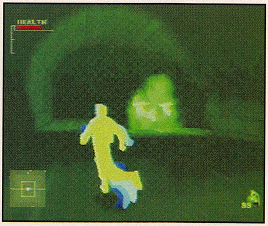


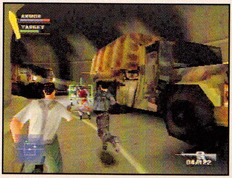


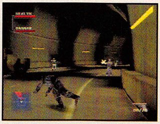








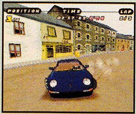


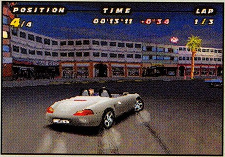


Theme Adventure **Publisher** 989 Studios
# of Players 1-2 **Developer** Eidetic
URL: www.989studios.com

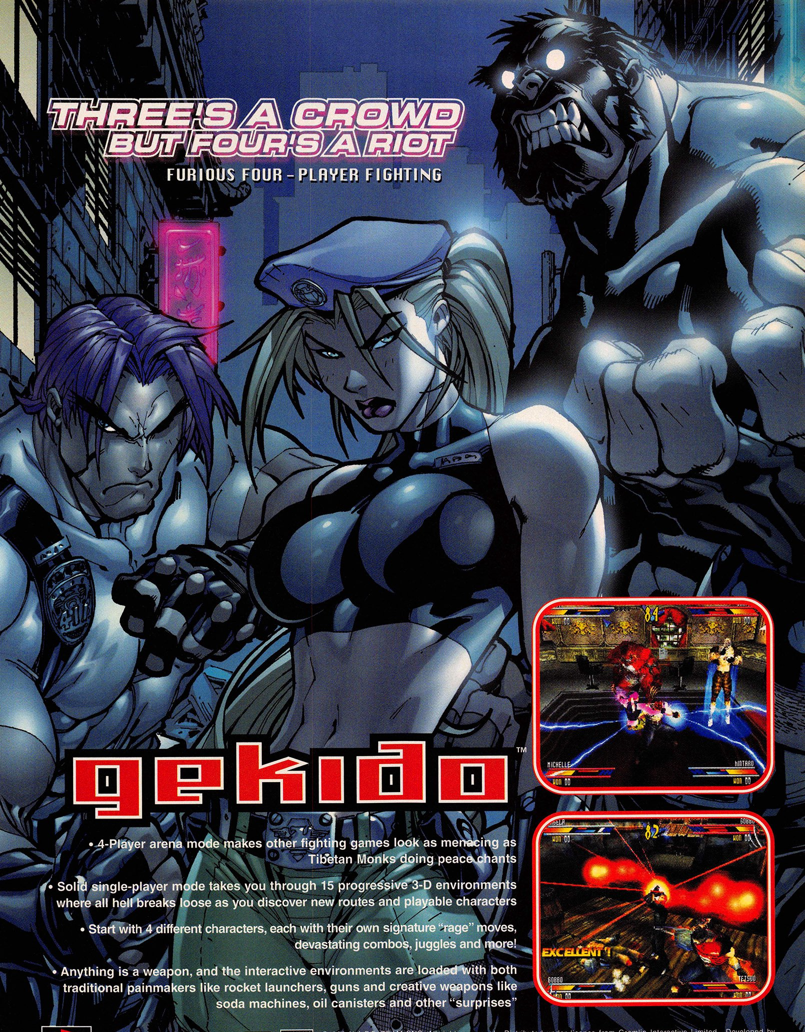
Need For Speed V

This latest Need For Speed game will be more than a racing title—it will also feature mission-based levels and a deep career mode. But fans of the series need not worry, as there'll also be plenty of fast-paced races and lots of Porsches.





Theme Racing **Publisher** Electronic Arts
# of Players 1-4 **Developer** Eden
URL: www.ea.com



- 4-Player arena mode makes other fighting games look as menacing as Tibetan Monks doing peace chants
- Solid single-player mode takes you through 15 progressive 3-D environments where all hell breaks loose as you discover new routes and playable characters
- Start with 4 different characters, each with their own signature "rage" moves, devastating combos, juggles and more!
- Anything is a weapon, and the interactive environments are loaded with both traditional painmakers like rocket launchers, guns and creative weapons like soda machines, oil canisters and other "surprises"

PlayStation

BY GAMERS. FOR GAMERS.™

INFOGRAMES

N.A.P.S. TEAM

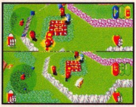
RATING PENDING RP CONTENT RATED BY ESRB

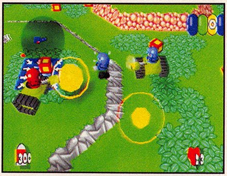
©1999 N.A.P.S. TEAM SNC. All rights reserved. Distributed under license from Gremlin Interactive Limited. Developed by N.A.P.S. TEAM SNC. ©1999 INFOGRAMES. All rights reserved. Gekido, Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Productions. All rights reserved. Infogrames and the Infogrames logo are trademarks of Infogrames Entertainment SA. All rights reserved. PlayStation and the PlayStation logo are registered trademarks of Sony Computer Entertainment Inc. All other trademarks and copyrights are the property of the respective owners.

www.interplay.com

Team Buddies
(working title)

Don't be put off by the cutesy graphics and the godawful name—Psygnosis assures us this is really a "gamer's game" (and they're changing the title too). Create an army of buddies, build an arsenal of toylike weapons, then blast away at up to three other players.

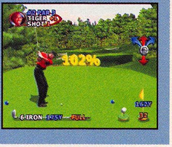




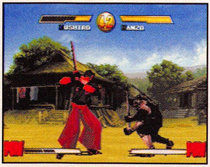
Theme Action **Publisher** Psygnosis
# of Players 1-4 **Developer** Psygnosis
URL: www.psygnosis.com

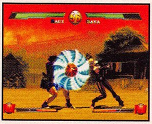
Tiger Woods PGA Tour 2000

Looks like Electronic Arts is really milking its Tiger Woods license. This latest game replaces the arcade stylings of Cyber Tiger with a more realistic simulation bent, and includes several other big-name pros as well.



Theme Sports **Publisher** Electronic Arts
# of Players 1-4 **Developer** EA Sports
URL: www.ea.com





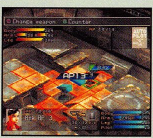
Samurai Shodown: Warrior's Rage

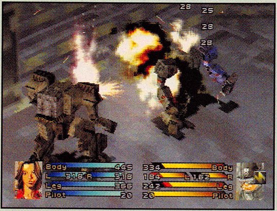
You may recognize SNK's latest fully 3D Sam Sho fighter from our International Previews section a couple months back, but now it's officially coming to America! Featuring favorites Hanzo and Haohmaru along with a whopping 21 other combatants, Warrior's Rage has six modes to choose from: practice, arcade, battle, story, gallery (artwork and CG movies) and attack (where you can earn new attacks, kind of like SFAlpha 3's World Tour).

Theme Fighting **Publisher** SNK
# of Players 1-2 **Developer** SNK
URL: www.snkusa.com

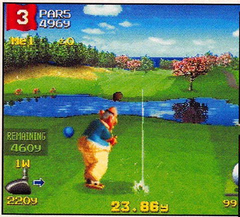
Front Mission 3

Just as we were going to press we got word that Square's new mech strategy title was coming to the U.S.! This game looks incredible—awesome graphics, an intense, huge story and super tactical gameplay! We can't wait until spring!

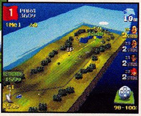




Theme Strategy **Publisher** Square EA
# of Players 1 **Developer** Squaresoft
URL: www.squaresoft.com



9 PAR3 116y
REPLAY
REMAINING 13.11ft



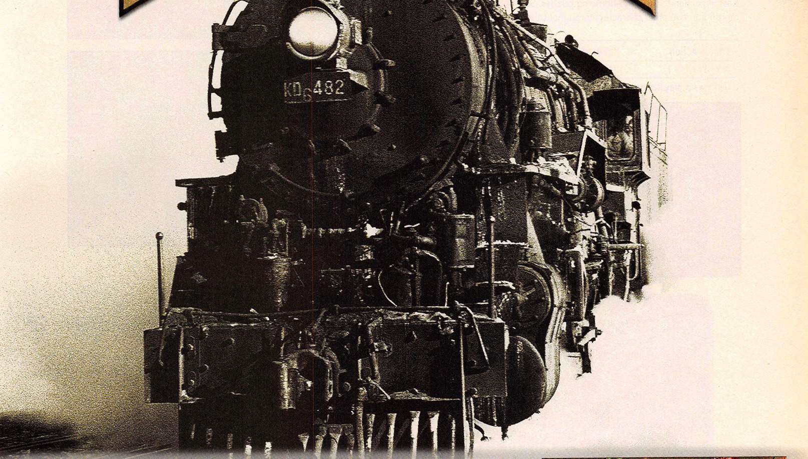
1 PAR4 360y
RESET CAMERA

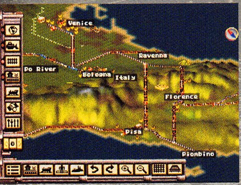
Theme Sports **Publisher** Sony CEA
# of Players 1-4 **Developer** Clap Hanz
URL: www.playstation.com

Hot Shots Golf 2

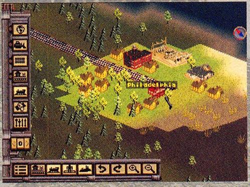
Hot Shots 2 keeps the cartoony characters and easy-to-pick up but hard-to-put-down arcade-style gameplay of the original and improves on it with all-new graphics, six full golf courses and six different play modes to choose from. We'll be back with full coverage on this one next month.

RAILROAD TYCOON II

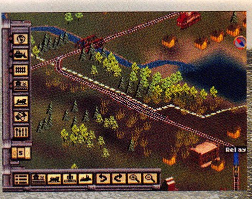




Explore uncharted territory and stake your claim!



Bulldoze the competition and increase your holdings!



Construct an intricate network one station at a time!

FORGE AN EMPIRE ON IRON HORSE POWER

PlayStation®

EVERYONE
E
CONTENT RATED BY ESRB

POP TOP
PopTop Software

TREMOR ENTERTAINMENT

GEARHEAD ENTERTAINMENT

GATHERING OF DEVELOPERS

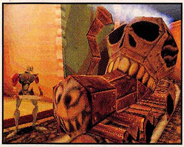
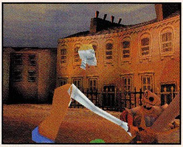
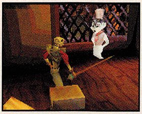
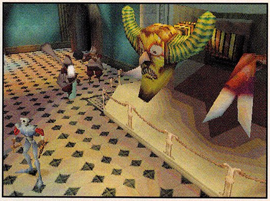
TAKE2interactive

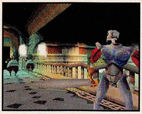
Railroad Tycoon II, the Railroad Tycoon II logo, PopTop Software and the PopTop logo are trademarks of PopTop Software, Inc. Gathering of Developers and godgames are trademarks of Gathering of Developers, Inc. Gearhead and the Gearhead logo are trademarks of Gearhead Entertainment, a division of Take-Two Interactive Software, Inc. Tremor and the Tremor logo are trademarks of Tremor Entertainment, Inc. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other trademarks and trade names are properties of their respective owners. © 2000 Take Two Interactive Software, Inc. All Rights Reserved.

MediEvil 2

Sir Dan Fortesque is back, and this time he's stuck in the Victorian era trying to save the world from the clutches of Lord Palethorn's Spell of Eternal Darkness. The developers promise they've improved everything about the game, from the sword-slashing action to the mind-numbing puzzles. Sir Dan can also morph into two other characters throughout the game. Yummy.

Theme Action **Publisher** Sony CEA
# of Players 1 **Developer** Sony Cambridge
URL: www.playstation.com

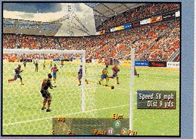







Striker Pro 2000

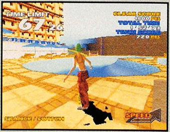
If you're looking for realistic European soccer action, then Striker Pro 2000 might be your cup of tea. Heck, they've even enlisted the legendary Ruud Gullitt to help with the AI. And who here isn't a fan of ol' Ruud? Yep, Ruud is tops in our book.

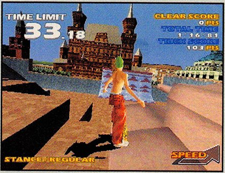
Theme Sports **Publisher** Infogrames
# of Players 1-2 **Developer** Rage
URL: www.infogrames.net



Street Sk8er 2

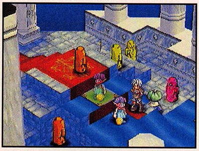
If the thought of being able to perform more than 200 tricks doesn't grease your ball bearings, then how about building your own skate park? Yep, Street Sk8er 2 will feature an all-new mode in which you can construct customized parks, full of all the half pipes, quarter pipes, bowls, rails and ramps that your heart desires.





Theme Action **Publisher** Electronic Arts
# of Players 1-4 **Developer** Micro Cabin
URL: www.ea.com

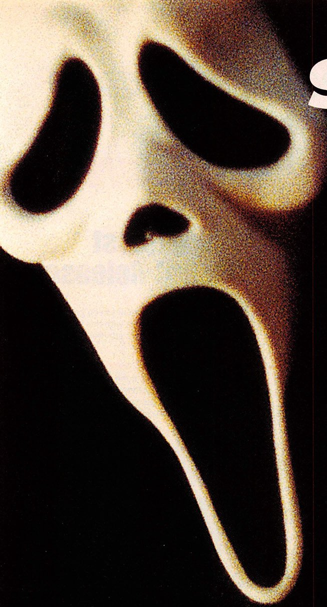
Eternal Eyes



Lv 1
Hp 80/ 80
Mp 50/ 50

Until recently, the land of Gross seemed like the perfect little kingdom (outside of the rather unfortunate name). It was fertile, prosperous, ruled over by a brave and benevolent king and protected by an army of puppet-like "Mappet" creatures. But these kind of idyllic surroundings never last long in RPGs, and sure enough the scheming general Wallis soon betrays his country and overthrows the king! Take control of your own group of Mappets and regain the throne in this upcoming strategy RPG, with a story from Final Fantasy scenario writer Kenji Terada.

Theme RPG **Publisher** Sunsoft
# of Players 1 **Developer** Sunsoft
URL: www.sunsoft-games.com



SCREAM 3

THE ALBUM

18 TRACKS • 1 CD

EXCLUSIVE NEW MUSIC
AND CURRENT TRACKS FROM

CREED
GODSMACK
ORGY
POWERMAN 5000
SEVENDUST
FUEL
SYSTEM OF A DOWN
STATIC-X
SLIPKNOT
FINGER ELEVEN
COAL CHAMBER
FULL DEVIL JACKET
INCUBUS
AMERICAN PEARL
DOPE

www.scream3music.com

- **HEAR MUSIC NOW**
- See the **WORLD'S SCARIEST PHOTOS** sent in by readers or submit your own. We dare you...
- **COMPLETE SET OF CDs** from all bands on the soundtrack given away each week.

IN STORES JANUARY 25
MOVIE IN THEATERS FEBRUARY 4

© 2000 Wind-up Entertainment, Inc. Scream 3 logo artwork © 1999 Miramax Film Corp.

DIMENSION FILMS Wind-up

UGOdirect.com™

MORE GAMES FOR LESS

The Hottest Pre-Orders

PLAYSTATION

Fear Effect
"Eidos launches a new franchise with a cool Resident Evil-like adventure featuring groovy anime character art and *Blade Runner*-like story."

Urban Chaos
"Developed by ex-Bullfrog guys Mucky Foot, this 3D action adventure features huge levels and kick-ass action. It's been a long wait..."

Spec Ops
"The 'sneak-'em-up' genre expands still further with this military simulator ported from the PC. Plays a little bit like Rainbow Six."

WWF Smackdown
"THQ picks up the WWF license where Acclaim left off and brings us one of the most impressive-looking wrestling games yet."

Deception III
"Tecmo's long lasting series continues. If you were a fan of the first two, you're going to want to get ahold of this."

Gran Turismo 2
"After numerous delays, it's finally here. The finest racing game of all time? With over 500 cars it's got lots more to choose from than the first."

Tomba 2
"The follow-up to the popular platform adventure is now in 3D. Something a little different for platform game fans."

Die Hard Trilogy 2
"Try to beat the odds as you match wits with the meanest, smartest villains in the most explosive adventure John McClane has ever faced."

Macross CF-X2
"Big robots with big guns in this fast paced 3D action shooter from Bandai. Fans of the Robotech franchise will love it."

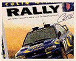
Lunar 2
"The success and level of interest in the first Lunar assures that we get the sequel. RPG fans should set some time aside for this."

Gauntlet Legends
"Motorcycle racing doesn't get a look in very often with video games, so if you're a fan of the sport it's worth checking out."

ECW: Hardcore Revolution
"Midway's popular update of the ancient arcade game brings the whole thing into 3D. Best played with three friends (or enemies.)"

Road Rash Unchained
"Compete in a series of races and help Punt free Spaz from his chain-gang chores to hit the roads again."

Saga Frontier 2
"A return to the epic quest that made Saga Frontier such a hit among adventure game lovers."



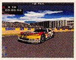
Colin McRae Rally
"If you like driving real cars—if you really like driving them to the limit, than this game's the business."

Hot Shots Golf 2
"Everyone's favorite golf game (where it's OK to talk during putts) returns for a sequel."

Test Drive Cycles
"Featuring the Harley-Davidson license, this is the ultimate thrill ride on two wheels."

Street Sk8er 2
"Jump on your board and race against the clock to score points and upgrade your wheels."

Jackie Chan Stuntmaster
"Jackie Chan himself helped with this game which has plenty of chairs to break over opponents' heads."



Test Drive Le Mans
"The ultimate driving challenge. And if you feel like staying up all night, there's a 24-hour challenge packed in."

NASCAR Rumble
"A Racing game that will appeal to NASCAR fans as well as those who've never seen a NASCAR race."

Sim Theme Park
"The Theme park is back in town and the kids are clamoring at the gates. The only thing is you haven't built it yet."

Messiah
"It was foretold that the messiah would return after 2000 years. Apparently, he caught an earlier flight."

Superbike 2000
"The game brings the complete motorcycle-racing package straight into your home."

The Coolest Recent Releases

Resident Evil 3
"The zombies keep getting bigger and better with this installment of the classic survival horror series."

Tomorrow Never Dies
"James Bond finally makes it to the PlayStation. Take some of the Bond attitude and mix it in with a healthy dose of Syphon Filter-like gameplay."

Tony Hawk Pro Skater
"Skateboarding games are the new fad...but few even come close to the quality of Neversoft/Activision's Tony Hawk. Looks great...plays great."

Medal of Honor
"This one's a classic." The finest 3D shooter on PlayStation more than deserves its *EGM* Gold Award...a great story and thrilling gameplay."

Madden NFL 2000
"The master of the chalkboard scribble returns for the best installment in EA's football series to date."

Crash Team Racing
"Everyone's favorite bandicoot dons a crash helmet for this fast-paced racing game."

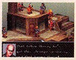
Spyro 2: Ripto's Rage
"More levels to explore in the sequel to the best-selling action game featuring a "friendly" purple dragon."

Toy Story 2
"Disney Interactive's charming 3D platform game gets as close to the graphics in the movie as you could hope for in the PS version."

NBA Live 2000
"The courts are squeaky-clean in this update to the NBA Live series. A must-have for NBA fans."

Final Fantasy VIII
"Amazing plot and character development; great cinematics; good battle engine."

NHL 2000
"All the action from a real NHL game is here. Including the fights."

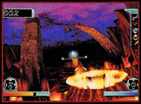


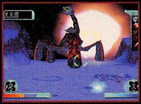
Vandal Hearts 2
"The critically acclaimed strategy title returns with over 120 spells, weaponsand armor to choose from."

Space Debris

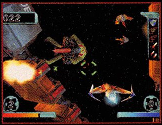
1st Qtr., Rage

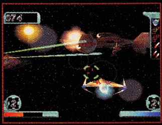
Ladies and gentleman, the first non-Japanese game to appear in OPM's International Previews in almost two years. Space Debris is a new shooter from U.K. developer Rage, and just looked too good not to mention this month in some fashion.

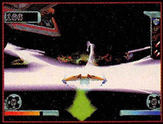


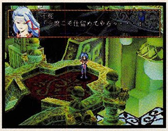


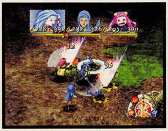
You play UED (United Earth Defense) pilot James Bryant, repelling alien invaders who have entered our solar system...OK, not the most gripping storyline, but look at those screens! Space Debris looks like a nice Colony Wars-style space shooter, featuring six different starships to fly and five play modes, ranging from straight space combat to trick flying through space stations, valleys, craters and the like. Hopefully someone will pick this one up for the U.S. soon!

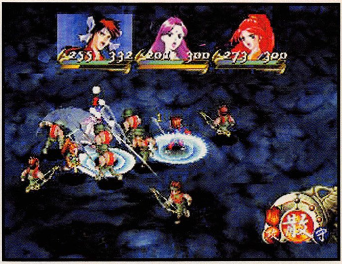










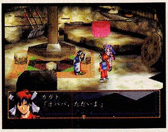


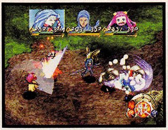
Kamurai

Namco

Namco finally spilled the beans this past month about their latest Japanese RPG, Kamurai (which loosely translates to "The coming of god"). The big feature being touted on this one is that players control two different characters, a human named Kagato and a god named Fushi, at different points in the adventure. You actually progress through the game from the characters' different points of view—the human from down on Earth and the god up in the heavens. As you can see, the graphics feature a Xenogears-like mix of fully 3D polygonal field maps with 2D animated sprites for all the characters.

The screenshots look great, but what really makes Kamuria look like it has potential is the cast: the script was written by Kenji Terada, who worked on Square's Final Fantasy I-III (NES) and Sunsoft's upcoming RPG Eternal Eyes (check the Preview Gallery this issue for more info), character designs by Haruhiko Mikimoto of Macross anime fame, and big-name anime voice actors from Pokémon, Dragon Ball Z, Sailor Moon, Evangelion and Tokimeki Memorial. No word yet on a possible release stateside.



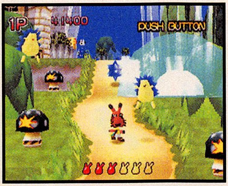


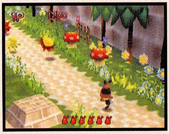
Theme RPG **# of Players** 1
Availability Q1 2000 **Developer** Namco

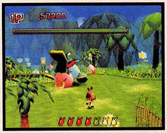
Rescue Shot Bu-Bi-Bo

Namco

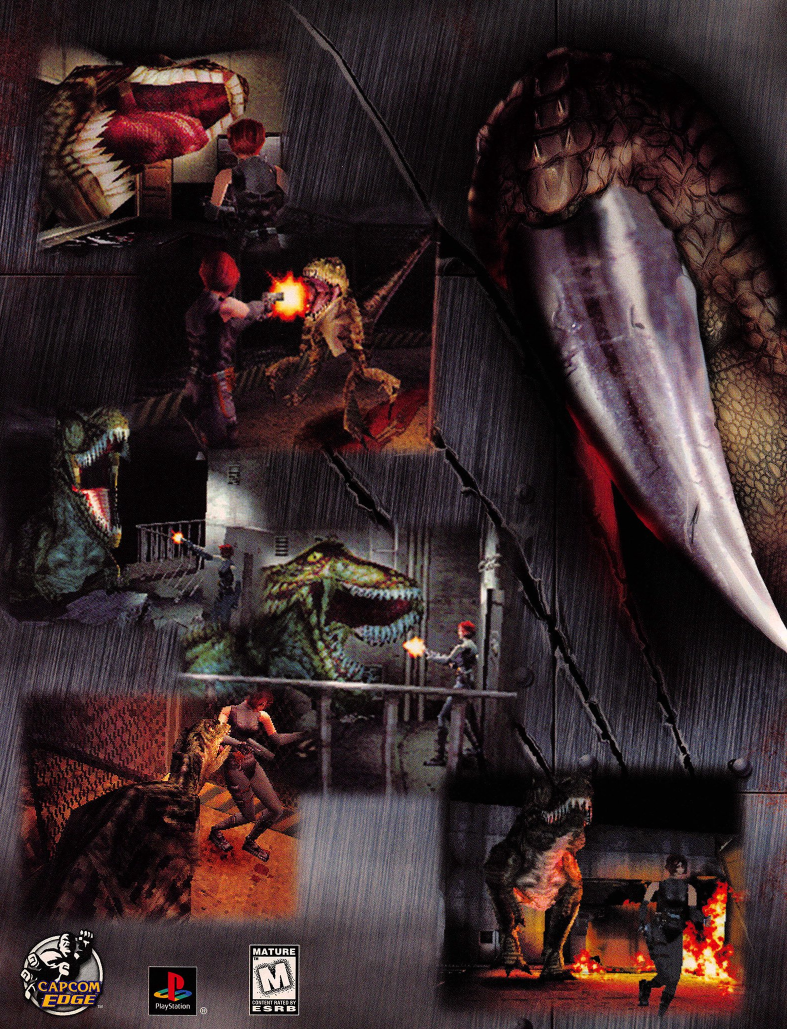
This new Namco GunCon title (it's also mouse and Dual Shock compatible) features the return of an old idea first introduced in ancient arcade games like Crossbow or Gumshoe for the 8-bit Nintendo. Basically, your job in Rescue Shot is to protect the cute on-screen character by shooting away all the obstacles, bad guys, and other hazards he encounters as he strolls along through various levels. We got a chance to play this one at the last Tokyo Game Show and while the premise is pretty simple, it was still a lot of fun (seems like most light gun games turn out that way, don't they?). Namco hasn't talked about this one for the U.S. yet, but since it's totally free of the "murder simulator" gun-game stigma, we don't see why it couldn't come over.



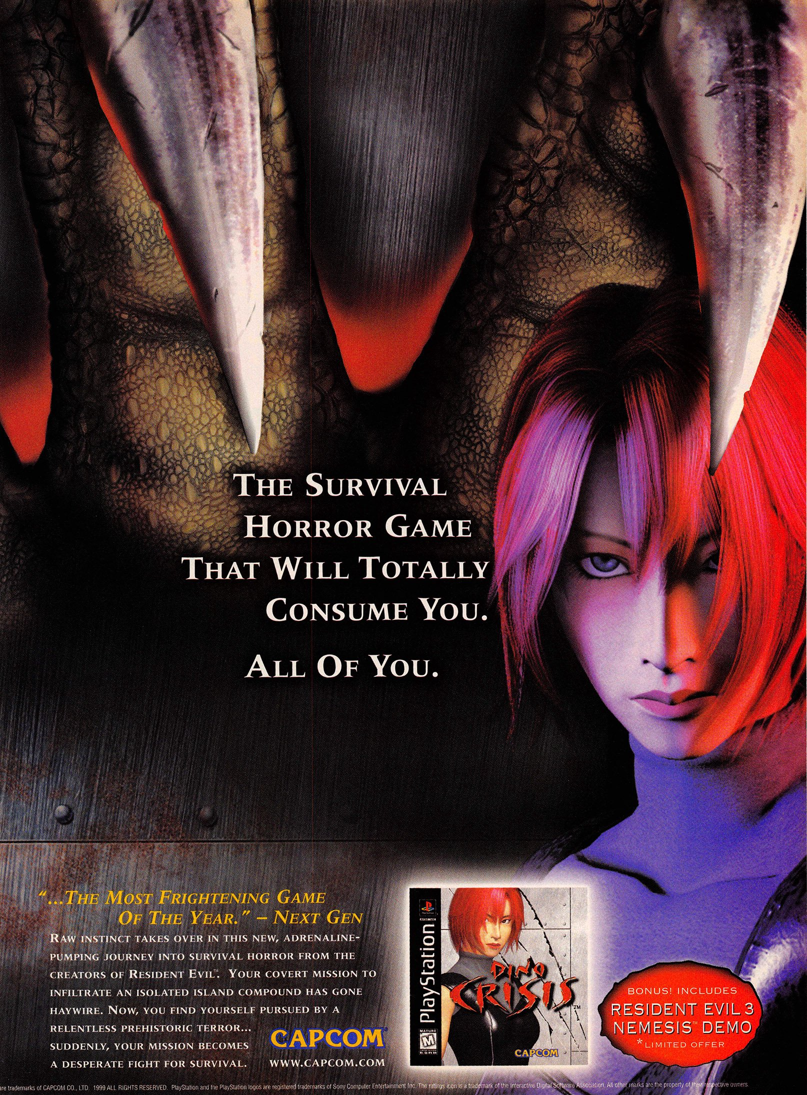




Theme Shooting **# of Players** 1-2
Availability January **Developer** Namco


CAPCOM EDGE
PlayStation
MATURE
M
CONTENT RATED BY ESRB

-Offer good while supply lasts. Resident Evil 3 Nemesis demo offer subject to retail availability. © CAPCOM CO., LTD. 1999 © CAPCOM USA. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. DINO CRISIS, RESIDENT EVIL 3 NEMESIS and CAPCOM EDGE


THE SURVIVAL HORROR GAME THAT WILL TOTALLY CONSUME YOU.
ALL OF YOU.
PlayStation
DINO CRISIS
MATURE
M
CAPCOM
BONUS! INCLUDES
RESIDENT EVIL 3 NEMESIS™ DEMO
*LIMITED OFFER

"...THE MOST FRIGHTENING GAME OF THE YEAR." – NEXT GEN

RAW INSTINCT TAKES OVER IN THIS NEW, ADRENALINE-PUMPING JOURNEY INTO SURVIVAL HORROR FROM THE CREATORS OF RESIDENT EVIL™. YOUR COVERT MISSION TO INFILTRATE AN ISOLATED ISLAND COMPOUND HAS GONE HAYWIRE. NOW, YOU FIND YOURSELF PURSUED BY A RELENTLESS PREHISTORIC TERROR... SUDDENLY, YOUR MISSION BECOMES A DESPERATE FIGHT FOR SURVIVAL.

CAPCOM

WWW.CAPCOM.COM

are trademarks of CAPCOM CO., LTD. 1999 ALL RIGHTS RESERVED. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. All other marks are the property of their respective owners.

The BOLD and the Beautif

by Joe Rybicki

THQ brings the soap-opera world of the World Wrestling Federation to your PlayStation

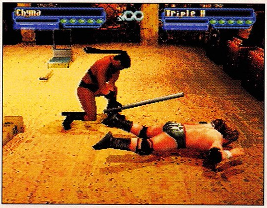
It's become an international craze. Part sporting event, part soap opera, the wild, wild world of wrestling has lurked in the shadow of "real" sports for years. But only in the last few years has it achieved such a level of universal recognition. And now it's everywhere; in any given week you can most likely find a good 20 or so hours of competition on TV (provided you have cable, of course). And that's not even counting other wrestling-related programming—heck, even A&E has gotten in on the fun, at one time airing biographies of both Andre the Giant and Brett "The Hitman" Hart in one week. Yes, wrestling is eclipsed only by Pokémon in terms of popularity—and everyone knows those little buggers are just a passing fad.

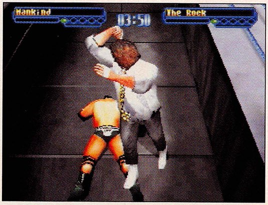
So it's not surprising that there have been a sizeable number of wrestling games available for the PlayStation. What is surprising is how few of these are really top-notch titles; past offerings have tended to focus solely either on the ever-shifting drama outside the ring or on the fast-paced action inside it. And a couple notable exceptions have done neither well, ending up more as exploitations of their licenses than anything else. But no wrestling game yet to grace the PlayStation has managed to represent both the drama and the action with equal quality.

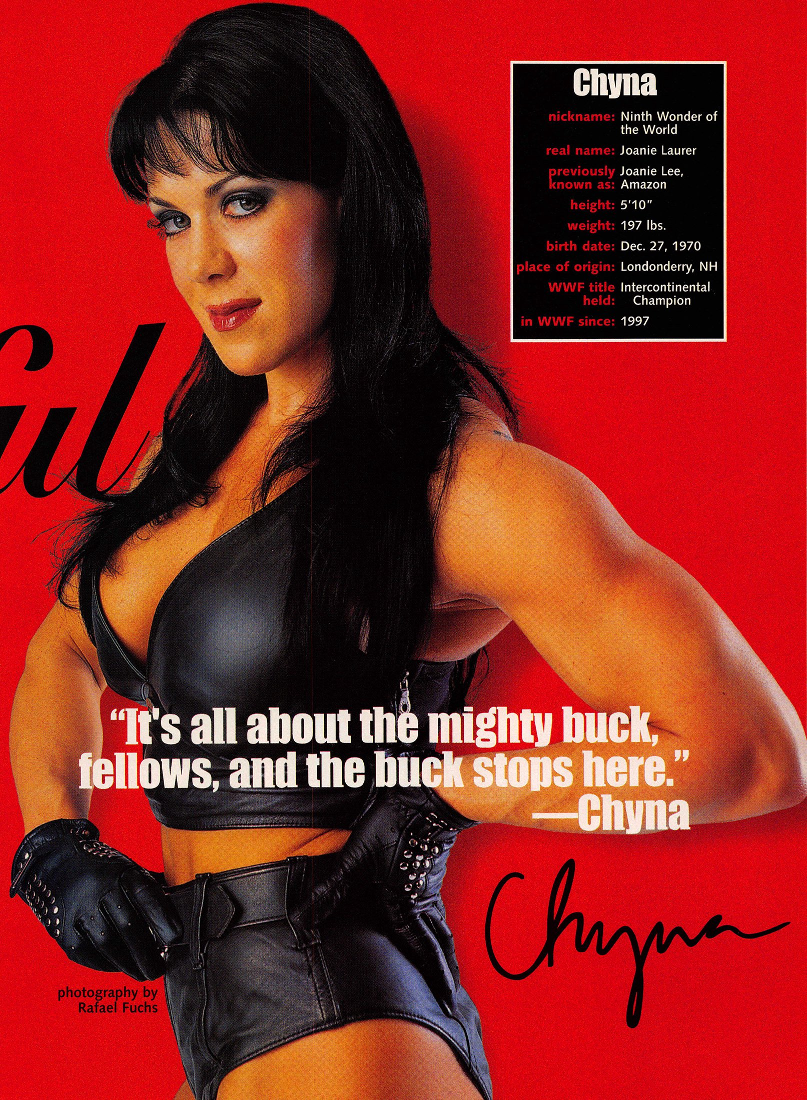
Well, it may finally be time for this trend to come to a close. THQ has taken a solid, tested wrestling engine and added all the drama fans of the WWF could hope for. The result is WWF SmackDown!, and judging from the early versions we've been able to get our hands on, it may very well turn out to be the first truly great PlayStation wrestler.

A Question of Lineage

But wait, you say. Hasn't THQ spent the last three years or so making WCW games? And haven't those games...well... stunk? Perhaps so (at least on the PlayStation), but SmackDown! is one wrestling game with an impressive pedigree. The game is based on the engine that drives Toukon Retsuden (New Japan Pro Wrestling), the popular and critically acclaimed Japanese series developed by Yuke's. If that name sounds familiar to







Chyna

nickname:	Ninth Wonder of the World
real name:	Joanie Laurer
previously known as:	Joanie Lee, Amazon
height:	5′10″
weight:	197 lbs.
birth date:	Dec. 27, 1970
place of origin:	Londonderry, NH
WWF title held:	Intercontinental Champion
in WWF since:	1997

> **“It's all about the mighty buck, fellows, and the buck stops here.”**
> **—Chyna**

Chyna

photography by
Rafael Fuchs

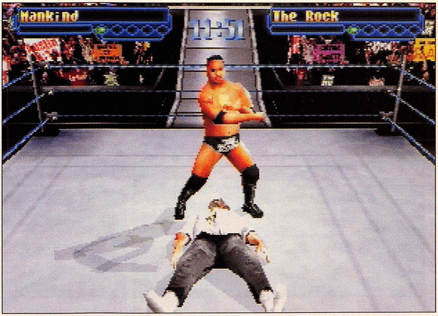
Triple H

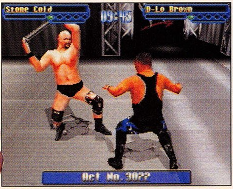
full name:	Hunter Hearst Helmsley
real name:	Jean-Paul LeVesque
height:	6′4″
weight:	246 lbs.
birth date:	July 27, 1973
place of origin:	Greenwich, CT
WWF titles held:	Intercontinental, Federation, and European Champion, King of the Ring

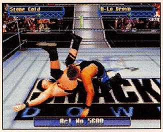
“This ring is our house of pain.”
—Triple-H

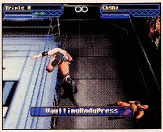
HHH

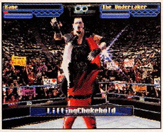
Each character is represented in amazing realism, right down to the signature moves. The Rock's People's Elbow (right) is instantly recognizable, for example, and comes complete with frantic camera cuts to accent the action.

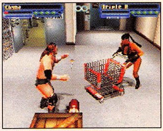












you, it's because Activision's wildly entertaining Power Move Pro Wrestling was basically a U.S. translation of the first Toukon Retsuden. And if you know your wrestling games, you know that Power Move has been hard to beat in terms of universal appeal and playability since its release way back in 1996.

But what makes SmackDown! appear so impressive is the fact that it's *not* just a localization of a Japanese title. Rather, the game relies on its lineage only for the basic grappling engine; on this foundation is built a comprehensive, surprisingly deep game that is purely American in attitude.

The Meat of the Matter

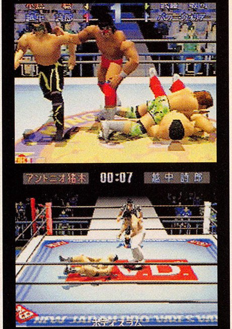
You start off with a familiar (if surprisingly expansive) competition mode. Pick your characters and head into the ring in one of a number of challenges: Tag Team, Handicap, Battle Royal, Royal Rumble, King of the Ring, Hard Core, Anywhere Fall, Cage, Survival, Special Referee and Submission matches are all available, in addition to your standard one-on-one competition. Then, pick from a number of different options and modifiers—like match length, location and so on—and you're ready to go.

But that's really only the beginning, because it's when you get into the ring that the fun begins. The bottom line is this: If you see it on TV, you'll see it in the game. That means a host of moves that other games don't even attempt. Here's just one scenario: Let's say you have your opponent up against the ropes. If he (or she!) is low on energy, a few swift blows will make him woozy. Land a few more on him and he'll collapse against the ropes. Continue to pummel him and he'll tumble clear over the ropes and out onto the concrete (unless he still has a bit of strength, in which case he may grab the rope on the way down and haul himself back into the ring). So now that you have your opponent sprawled out on the concrete, what do you do? Why, grab the ropes and vault yourself over, of course, preferably with a knee or elbow pointed in the general direction of his most tender body part. But the manhandling doesn't stop there: Lollygagging outside the ring runs you the risk of a defeat by count-out, so pick that sorry wreck up and throw him back into the ring, then dive back under the ropes yourself to finish the job—or better yet, if he starts to get up, grab his legs and pull him back out onto the concrete for a bit more bashing (don't worry, the clock will reset).

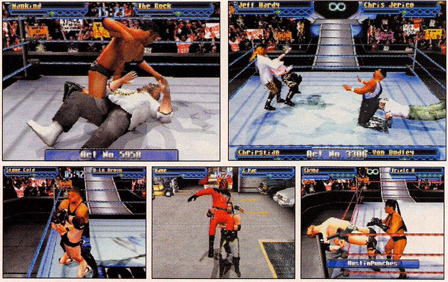
Now, other games may have touched on one or two of these activities, but these are usually abstract representations of what you expect to see; in SmackDown! you *see* it, every frame of animation, complete with appropriate sound effects.

And it's not just the wide variety of moves that makes the game special. The engine also includes one feature that's been around since the first Toukon Retsuden (and one that may be the most sorely missed in other wrestling games): reversals. The Block button in SmackDown! doubles as a Reversal button which, if engaged at the right time, can turn a match's momentum in your favor. If your opponent tries for a kick to the abdomen, snag his leg and pull him off his feet. If he runs at you with the intention of clotheslining you, grab him and redirect his trajectory

Toukon Ret-what-den?



In case you're not familiar with the name, here are a couple pics of Toukon Retsuden 2 (top) and Toukon Retsuden 3 (bottom). They may not look like anything super-special (especially considering these wrestlers are most likely unfamiliar to U.S. gamers), but once you see the games in motion—and most importantly, play them yourself—you realize why it's been such an acclaimed and successful series, both here and overseas.



Up to four players can compete in a number of different match types (left), with no loss of frame-rate. Oh, and if you're wondering, the "Act No. XX" will be replaced by move names in the final version.

toward the ground. If he's pulling you up from the mat, land a few punches to his midsection. For every action in SmackDown! there is an equally painful reaction. The possibilities are endless, and the results are extremely satisfying, especially with two players of relatively equal power.

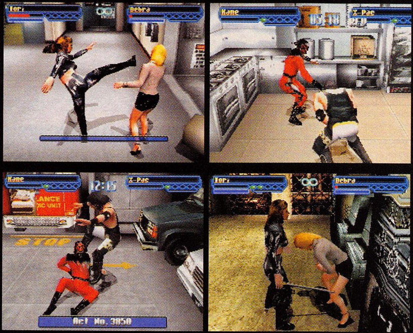
A Season of Pain

But the versatile engine isn't the only remarkable thing about SmackDown!: The game also includes a unique Season mode. In this mode, you'll be able to take one wrestler (or create your own) and follow his or her career throughout a season of matches and Pay-Per-View events. That's not all that spectacular, but what's really interesting is that you'll run into friends and enemies in between matches. You'll be headed out to the floor for a match and you'll run into another character, exchange a few nasty words about another wrestler, and find yourself in the middle of a new alliance. Or perhaps you'll be walking back to the locker room after a match and you'll be ambushed by a former ally—*voilá*, instant feud. And the decisions you make when dealing with these encounters will determine your alliance—that is, whether the crowd perceives you as "good" or "bad"—which will affect how each and every wrestler in the game reacts to you. It's a depth of play somewhat analogous to a sports game's Franchise mode, and should add a bit more replayability.

What the Rock's Really Cooking

Now, of course this is just a preview of what's to come; we'll have to wait for a final reviewable version of the game to let you know if SmackDown! lives up to its enormous potential. But barring any unforeseen design disasters, this game stands an extremely good chance of snagging the Intercontinental Championship Belt. And considering that THQ will hold the WWF license for the next 10 years (leaving Acclaim holding the ECW license, incidentally), we can expect to see SmackDown!'s descendants for as long as wrestling retains its popularity. Judging by the most recent Nielsen ratings, that'll be a good, long time.

What REALLY Goes On Behind the Scenes



WWF SmackDown! has the most substantial backstage area of any wrestling game to date. If you can grab your opponent and throw him or her in the appropriate direction, you'll both end up well outside of the ring. In addition to being able to take the action up onto the entrance ramp, you can go to town in the hallway backstage (upper left), the kitchen (upper right), the parking garage (lower left) and the boiler room (lower right), with each area strewn with a number of nasty weapons. Unlike in WCW Mayhem, the selection of these areas isn't random: From the hallway you'll have access to a handful of doors, each of which leads to a specific area.

Before They Were "Superstars"

Jerry "The King" Lawler worked as a DJ before breaking into the wrestling business.

WWF Superstar Road Dog fought in the Gulf War.

Vince McMahon once worked as a laborer in a rock quarry.

Bill Gunn attended college on a rodeo scholarship.

Debra McMichael appeared in *The Texas Chainsaw Massacre 4*.

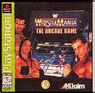
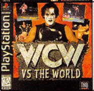
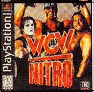
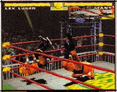
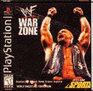
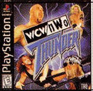
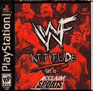
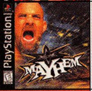
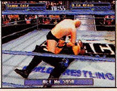
Chyna is also fully licensed to compete in the sport of boxing.

Before entering WWF, Val Venis was a motocross racing star.

The Rock once played for Canadian football team The Calgary Stampeders.

WWF Superstar D'lo Brown is also a certified public accountant.

The Main Event

Game Name:		RELEASE DATE	PUBLISHER	# OF WRESTLERS	BEST FEATURE	WORST FEATURE	SCREENSHOT	THE VERDICT
WWF WrestleMania The Arcade Game		October 1995	Acclaim	9	The first wrestling game available for PlayStation.	It's more of an MK-style fighter than a wrestling game.		Hey, it was all we had for a year...
Power Move Pro Wrestling		Nov. 1996	Activision	12 (all are fictitious)	It's a localization of the original Toukon Retsuden.	No license, no real wrestlers, terrible sound		Easily the most all-out entertaining wrestling game so far.
WWF In Your House		Nov. 1996	Acclaim	10	Er...digitized graphics?	It's more of the same Wrestlemania Arcade format		With PMPW available, this one was painfully dated.
WCW vs. The World		March 1997	THQ	60 (only 14 are real WCW wrestlers)	Diverse, multicultural roster	Slow gameplay, no Tag Team		The first polygonal wrestler with a license, but too slow to be really fun.
WCW/Nitro		January 1998	THQ	64 (37 are real)	Characters are more accurate than in WCW vs. the World	Still very slow, weak Tag Team mode, nasty frame-rate		Big on wrestlers, but still short on fun.
WWF War Zone		July 1998	Acclaim	18	Create-a-Wrestler mode	Relatively small selection of real wrestlers		The Create-a-Wrestler mode started a now-standard trend.
WCW/nWo Thunder		January 1999	THQ	128 (64 are real)	Hysterical "choose me" rants at Character Select screen	Extremely slow, terrible controls, unusable camera		Lots of faction-and-alliance drama; weak gameplay
WWF Attitude		August 1999	Acclaim	41	Disturbingly robust Create-a-Wrestler mode	Slow gameplay, bad collision detection		It's fun to play dress-up, but this is still one for fans only
WCW Mayhem		Sept. 1999	Electronic Arts	56	Great graphics, backstage areas, hilarious commentary	Super-choppy animations, terrible collision detection		Probably the best WCW game available so far.
WWF SmackDown!	box art not available	February 2000	THQ	over 35 (so far)	Top-notch graphics, Season mode, great speed	Could turn out to be too simple?		The jury's still out, but this may take the top spot once it's completed.

Reviews

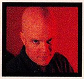
The final word—official and unbiased

Meet the Critics

Kraig Kujawa
Editor-in-Chief

The imminent launch of the PlayStation2 has revved Kraig into a fervor. At every meeting he mentions those fancy rendered horses in the PS2 Kessen screenshots.

Favorite Genres: Sports, Strategy
Current Favorites: Twisted Metal 4, Madden NFL 2000, FIFA 2000
Can't Wait For: Hot Shots Golf 2, Syphon Filter 2, any PlayStation2 football game



Joe Rybicki
Deputy Editor

Joe spent most of the month tearing up the tracks in GT2 in his little purple Honda. His real-life driving has been getting better ever since. Honest.

Favorite Genres: Adventure, RPG, Puzzle
Current Favorites: Gran Turismo 2, Eagle One, WWF Smackdown!, American Beauty
Can't Wait For: The Bouncer, Munch's Oddysee, Ace Combat 3, Syphon Filter 2

Wataru Maruyama
West Coast Editor

Wat has done nothing but walk around mumbling, "It's coming, it's coming," before running off into another room. We pray he's talking about PS2.

Favorite Genres: Fighting, Racing, Adventure
Current Favorites: Colin McRae Rally, Fear Effect, Tenchu 2
Can't Wait For: Deception III, Breath of Fire IV, The Bouncer

Mark MacDonald
Associate Editor

Mark was touched by all the readers who responded to his column last month asking for hate mail. As a Mr. Hugh Jass put it, "Every time I read any of your writing I feel not only violated but somehow less intelligent." Thanks Hugh!

Favorite Genres: Action, Adventure, RPG
Current Favorites: Tomba! 2, Front Mission 3
Can't Wait For: Syphon Filter 2, Tekken Tag Tournament, Ridge Racer V, Dragon Quest VII

Where's my music simulator?

by Wataru Maruyama

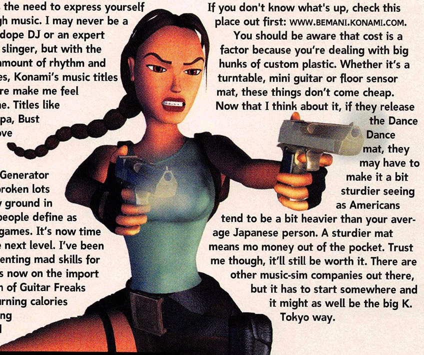
Some Japanese gaming crazes seem destined to never appear on our shores. Usually there's a good reason for that. Dating simulators and mahjong titles aside, music simulators like Beat mania, Guitar Freaks and Dance Dance Revolution have been burning up the Japanese arcades and raking in big dough from home conversions. When do we get a shot at that?

Surely if there is one thing that's universal it's the need to express yourself through music. I may never be a super-dope DJ or an expert guitar slinger, but with the right amount of rhythm and reflexes, Konami's music titles can sure make me feel like one. Titles like PaRappa, Bust a Groove and MTV music Generator have broken lots of new ground in what people define as video games. It's now time for the next level. I've been representing mad skills for months now on the import version of Guitar Freaks and burning calories bouncing around the Dance Dance Revolution floor mat. I'm positive many people would go crazy for such an experience if only they had the chance.

Recently, there's been some hope as Konami started polls on their Web site gauging public interest. Are you ready to flip the script with some turntable action? Jam on some chords? Go buck wild old school-style like MC Hammer? Well then tell Konami how you feel at: SUPPORT@KONAMI.COM.

If you don't know what's up, check this place out first: WWW.BEMANI.KONAMI.COM.

You should be aware that cost is a factor because you're dealing with big hunks of custom plastic. Whether it's a turntable, mini guitar or floor sensor mat, these things don't come cheap. Now that I think about it, if they release the Dance Dance mat, they may have to make it a bit sturdier seeing as Americans tend to be a bit heavier than your average Japanese person. A sturdier mat means mo money out of the pocket. Trust me though, it'll still be worth it. There are other music-sim companies out there, but it has to start somewhere and it might as well be the big K. Tokyo way.



Games Reviewed

Black Bass & Blue Marlin...95
Chocobo's Dungeon 2.........96
Dukes of Hazzard................93
Fighting Force 2 92
Gran Turismo 2 86
March Madness 2000 95
Monkey Magic......................98
SaGa Frontier 2 89
Silhouette Mirage...............96
Smurfs 98
South Park Rally 93
SuperCross 2000 94
Thrasher: Skate & Destroy.94
Tomb Raider: TLR................87
Tomba! 2..............................90
Toonenstein: Dare to Scare 98
Vigilante 8: 2nd Offense 88

Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

●○○○○ We'd rather eat razor blades than play this game.

●●○○○ fundamental flaws with this game; get something better.

●●●○○ game with some flaws that can be overlooked.

●●●●○ game. Very good and well worth your time.

●●●●● games that really make you proud to own a PlayStation.

Below average. There are

A good title. It's a fun

Definitely a topnotch

Fabulous! These are the

Stop scrounging for quarters, the classics are here.

KONAMI

arcade classics™

ROAD FIGHTER®

100% MANIAC RACING

YIE AR KUNG-FU®

BECOME A MARTIAL ARTIST

ROC 'N ROPE®

CLIFF HANGIN' ACTION

POOYAN™

BATTLE OF THE BEASTS

SUPER COBRA®

PILOT TRAINING 101

SHAO-LIN'S ROAD™

KICK SOME KUNG-FU BUTT!

SCRAMBLE®

FIRE AT WILL

CIRCUS CHARLIE™

NOW HIRING RINGMASTERS

GYRUSS®

TOUR THE SOLAR SYSTEM

TIME PILOT®

TIME TO TRAVEL

EVERYONE E CONTENT RATED BY ESRB

PlayStation®

KONAMI®

Konami of America, Inc. • www.konami.com Konami®, Konami Arcade Classics™, Pooyan™, Shao-Lin's Road™, Yie Ar Kung-Fu®, Roc 'N Rope®, Road Fighter®, Circus Charlie™, Time Pilot®, Gyruss®, Scramble®,and Super Cobra® are trademarks of Konami Co., Ltd. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. © 1999 Konami of America, inc. All rights reserved.

RATING PENDING
RP
CONTENT RATED BY ESRB

PlayStation
GT2
GRAN TURISMO
RP

1 Player

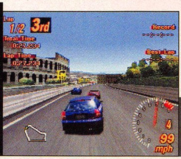
Memory Card 4 blocks

Analog Control Compatible

Vibration Function Compatible

Developer Polyphony
Publisher Sony CEA
Genre Racing

Gran Turismo 2


Lap
1/2 3rd
Total Time
0:27.234
Lap Time
0:27.234
Record
Best Lap
4
99
mph

PlayStation

Wow.

Let's just get this out of the way right now: Gran Turismo 2 is the greatest racing game ever made. Consider: Nearly 600 cars. Twenty-seven unique courses. And the most accurate racing engine we're likely to see in our lifetimes.

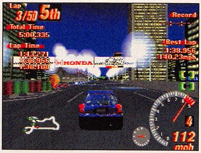
But it doesn't stop there. For one thing, there are over four times as many license tests this time around. I know some of you are groaning right now, but this time the tests are actually helpful; they're not just obstacles to be overcome to access more tracks, but rather lessons in the fine points of racing that actually serve to improve your skills (well, most of them, anyway). Plus, the game includes a substantial collection of special races, including things like model-specific events—and that's not even mentioning the surprisingly well done Rally mode.

And the engine has been tweaked to offer even more realism: The cars truly seem to behave exactly as they would in real life, and with each different model and each modification the performance is noticeably different. Just wait 'til you try out the truly high-end cars. Wow.

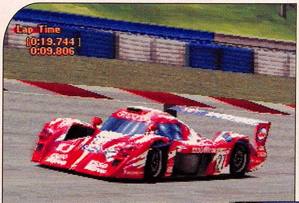
Now, you may be wondering if the game is so realistic that it's not as much fun—in fact, I had the same concern before I started playing. But the truth is, the challenge of learning to drive *correctly*, and the struggle to push these cars to their physical limits and still maintain control, becomes every bit as exciting as the most arcade-focused racer once you begin to really get a handle on your skills.

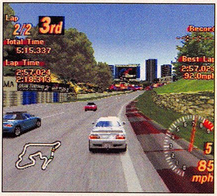
Now, the game is far from flawless; in fact, there are a number of pretty serious bugs and other issues that testify to the game's hurried release. You'll see lots of pop-up (which makes for nasty driving at extremely high speeds), bugs in replays and the money system, and at least one vehicle that seems to be missing its fourth gear. But when you look at the whole package, these annoyances hardly matter.

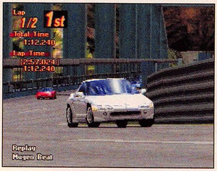
All it takes is one tour around the giant selection of manufacturers to realize what an amazing feat GT2 really is. For car lovers, it's simply a dream come true. ***—Joe Rybicki***

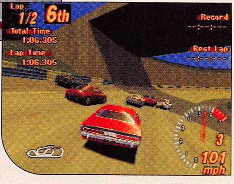

Lap
3/50 5th
Total Time
5:00.335
Lap Time
1:43.271
1:38.956
1:38.108
Record
Best Lap
1:38.956
140.23mph
HONDA
4
112
mph

The game includes a number of Endurance races (above), where you'll need to choose durable brakes and change your tires regularly. But why would you want to run a 50-lap race? Well, how does a 350,000-credit purse sound to you?


Lap Time
[0:19.744]
0:09.806
Replay


Lap
2/2 3rd
Total Time
5:15.337
Lap Time
2:57.024
2:18.313
Record
Best Lap
2:57.024
92.0mph
5
85
mph


Lap
1/2 1st
Total Time
1:12.240
Lap Time
[2:57.024]
1:12.240
Replay
Mugen Beat


Lap
1/2 6th
Total Time
1:06.305
Lap Time
1:06.305
Record
Best Lap
3
101
mph

One of the most interesting additions to GT2 is the inclusion of classic cars, from sleek European roadsters to American muscle cars (above).

Box Score

Pros

- Nearly 600 unique vehicles
- Amazingly realistic engine
- Special events and Rally mode
- License tests are actually helpful
- Great, varied soundtrack

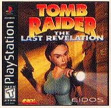
Cons

- Lots of nasty pop-up
- Surprisingly buggy
- Can't change music tracks
- Not for arcade-only fans

"Let's get this out of the way right now: Gran Turismo 2 is the greatest racing game ever made."

Official U.S. PlayStation Magazine
●●●●●
Rating

TEEN
T
AGES 13+
CONTENT RATED BY ESRB



1 Player

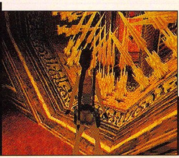
Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Developer	Core Design
Publisher	Eidos
Genre	Adventure

Tomb Raider
The Last Revelation



PlayStation

Not the last Tomb, but definitely the best one

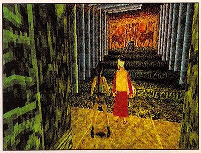
Even though the Tomb Raider series of games arguably has the most recognizable PlayStation character ever, Lara Croft has never really been in a story that was worthy of her star power. Finally, that has changed.

Core Design, the developers of The Last Revelation, admitted that they learned (and copied) a lot from Metal Gear Solid's superb storytelling—and it shows. It also helps that the tools at their disposal are markedly improved—the cinema sequences are rendered more realistically, and the game is adept at using real-time 3D cinemas and dramatic camera angles to keep the story moving along. The end result is that TLR gives you that extra incentive to progress through the game since it keeps you interested in the story twists and characters.

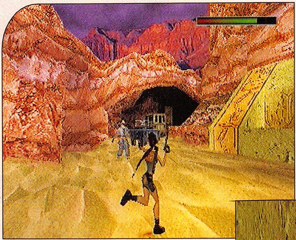
Veterans of past Tomb Raiders might consider Last Revelation a bit more pedestrian since the gameplay is more linear and less difficult than the others. In fact, it is the only Tomb Raider game that strikes a good balance between action and puzzles.

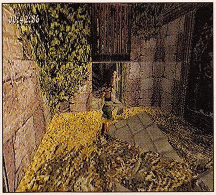
While the balance is better, the overall gameplay is more of the same. There are improvements such as a more intuitive inventory system, a sniper mode and better weapons, but after four games of Lara doing (basically) the same things over and over, TR's gameplay feels rehashed one too many times. The stiff and clunky controls remain, and puzzles are roughly the same, but this time they look a lot prettier. The graphics look really, really good—and I'm not just saying that because Lara's thong underwear is now visible. OK, maybe I am, but the environments are often really just amazing—thanks to a bevy of impressive special effects—but I wonder at what cost?

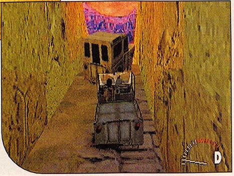
TLR is a buggy game, and those glitches aren't just small annoyances. Some are "fatal" in that they cause you to redo levels—something that would enrage anyone. So if you want more Lara, be warned—her best (yet somewhat tired) adventure comes with strings attached. *—Kraig Kujawa*



Lara encounters several characters during her journeys such as the guide above, and Young Lara's mentor, Von Croix (left.)







A vehicle chase adds a little variety to Lara's usual spelunking (above). The cinemas in this Tomb Raider are light years ahead of the ones in the previous games (left).

Box Score

Pros
- Beautiful graphics
- Slightly improved gameplay
- Good cinematic presentation

Cons
- Still more of the same
- Has some very annoying glitches and bugs

"The graphics look really, really good—and I'm not just saying that because Lara's thong underwear is now visible."

Official U.S. PlayStation Magazine

● ● ● ● ○

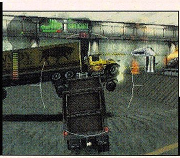
Rating

TEEN
AGES 13+
CONTENT RATED BY ESRB

Developer	Luxoflux
Publisher	Activision
Genre	Action

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Vigilante 8: 2nd Offense



PlayStation

A franchise that has lost some of its groove

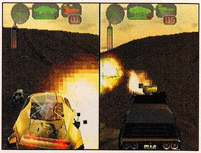
There's artistic license, and then there's just plain silliness. Although Activision and Luxoflux may claim the former, Vigilante 8 2nd Offense's Jeckyl-and-Hyde personality is definitely a by-product of the latter.

When V-8 made its PlayStation debut, it managed to distinguish itself from the gaggle of car destruction games with its '70s style and flair—something under-represented in this sequel. Instead of improving upon the previous showroom of '70s cars, 2nd Offense committed a misdemeanor by pasting together some "classic" cars, but then drowning them in a mish-mosh of combatants that include a garbage truck, a camper, a robotic car and..a moon buggy?

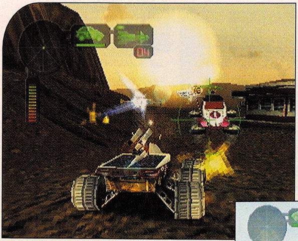
2nd Offense attempts to explain the odd pot of old, futuristic, and stupid vehicles in the game's Quest Mode, where you must complete sets of tedious mission objectives (such as picking things up and dropping them off, effectively making you an armored delivery boy). Even worse, the plot is about as cohesive (and boring) as a Kevin Costner movie, and is explained only through lame bits of text displayed in-between each level during the loading screen.

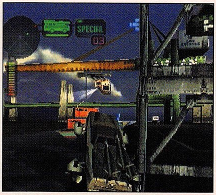
The high point of 2nd Offense are its graphics and music. No game in this genre does a better job of illustrating the destruction of vehicles and buildings than this one. Some of its levels look so nice in shambles that I would be content just to cruise to the soundtrack while firing missiles into buildings just to watch the pretty explosions. Often you can do that effortlessly, since it's often child's play to destroy most of the computer-controlled enemies—they are easy fodder for the readily available auto-aiming and guided weapons.

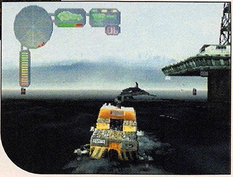
Personally, I like Twisted Metal 4 more since I would prefer to aim most of the weapons, not to mention it has a better vehicle set. But if you don't mind not having to "point-and-shoot" and enjoy a little more funk, V8: 2nd Offense is still a fun alternative, despite its shortcomings. ***—Kraig Kujawa***

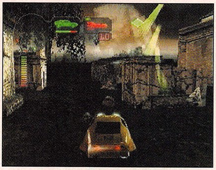


Yup. There's a two-player mode that let's you cooperate or destroy one another (above)









Having to pick up skiing or surfing abilities for your car is more silly and annoying than it is fun (above). Disturbing a graveyard unleashes deadly souls that are pissed off. And green. (left)

Box Score

Pros

- Great graphics
- Groovy soundtrack
- Lots of vehicles

Cons

- The field of cars is weak and their "new abilities" are silly
- Mission objectives are too ambiguous
- Not enough weapons and too many are auto-aiming

"No game in this genre does a better job of illustrating the destruction of vehicles and buildings than this one."

Official U.S. PlayStation Magazine

●●●○○

Rating

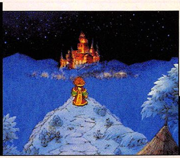
TEEN
T
AGES 13+
CONTENT RATED BY ESRB

PlayStation
SaGa Frontier 2
SQUARESOFT

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Squaresoft
Publisher	Square EA
Genre	RPG

SaGa Frontier 2



Great story, good graphics, so-so combat

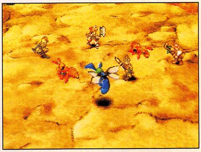
First of all, those few of you unfortunate enough to be familiar with the original SaGa Frontier, wipe those ugly memories from your mind. SaGa 2 has nothing in common with the horrid excuse for an RPG that was the first game—it's an all-new story, battle system, characters, graphics and (the biggest difference of all) actually worth playing.

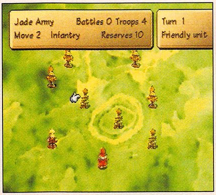
The one thing that really makes SaGa 2 stand out over the original, and actually most other RPGs in general, would have to be the storyline. Bet you thought I was going to say the graphics—those are great too, but I'll get to them in a bit—the storyline is what truly makes this game. Set in medieval times and dealing with the power struggles between various feudal states and ruling families, the twists and turns of the plot pull you in quickly and soon become the main reason you keep playing. Throughout the game you are free to choose from chapters in two separate branching storylines, spanning centuries and generations of characters and becoming like your own little soap opera.

And yes, graphically SaGa 2 is a feast for the eyes. The bright watercolor style is totally unorthodox but it works amazingly well: Some scenes make you want to put the controller down and leave them on your TV like a painting. Unfortunately, the trade off is that none of the characters or backgrounds animate terribly well, but it's a small sacrifice.

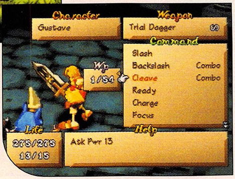
So what's the big chink in SaGa 2's armor? The battle system. There are actually three different types of combat in SaGa 2—a one-on-one "duel," regular turn-based party combat and army-scale strategy battles—but only the last one (which is also the least common) is above average. The other two aren't terrible, but they do get dull—you often find yourself just tapping the button to repeat your last attack over and over. Not a good sign.

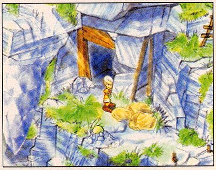
Combat junkies will want to look elsewhere (played Grandia yet?), but anyone else up for a great story and some fantastic visuals could do much worse than SaGa Frontier 2. ***—Mark MacDonald***





SaGa 2's three different combat modes: You usually can choose to fight with your whole party (above) or one-on-one (lower left), but only rarely do you get into the big strategy-style battles (left), which is a shame since they're the most fun.





In the "Duel" one-on-one battle mode (above) you choose four moves before each turn—you can combine spells, defensive techniques and attacks into combos for extra damage. An interesting idea, but it relies too much on luck and guessing what your opponent will do for my tastes.

Box Score

Pros
- Intriguing storyline
- Beautiful, unique graphical style
- Good soundtrack

Cons
- Repetitive, dull combat
- Limited animation

"Combat junkies will want to look elsewhere, but anyone up for a great story and some fantastic visuals could do much worse than SaGa 2"

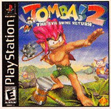
Official U.S. PlayStation Magazine

● ● ● ◐ ○

Rating

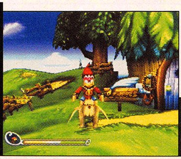
EVERYONE
E
CONTENT RATED BY ESRB

Developer	Sony CEI
Publisher	Sony CEA
Genre	Action



1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Tomba! 2
The Evil Swine Return



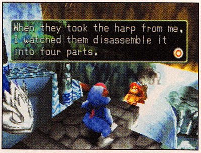
Flawed, but brings home the bacon

For better or for worse, players familiar with the original Tomba! will find many elements from the cult hit action/platformer have returned in the sequel. Like the first game, the goal in Tomba! 2 is to complete a huge array of mini-quests, ranging from straightforward, often tedious errands (take this item to so-and-so), to interesting puzzles that require real thought—unfortunately the errands outnumber the puzzles by about 20 to one. Also, the sheer number of little missions you are sent on quickly becomes frustrating; you usually have anywhere from 15 to over 30 quests to pursue at any one time, and although the game tries to help you keep track of them, it doesn't always work. Often you'll find an item or complete a task and forget who asked you to do it in the first place, then have to waste time wandering around just trying to find them again.

What Tomba! 2 does do well is good old-fashioned platforming action. Running along, jumping through the vertical and horizontal scrolling levels, swinging on branches, fighting enemies—this is where I had the most fun with Tomba! 2, not while trying to find yet another piddly trinket some townsperson asked me to recover. The reasons Tomba! 2 plays well as a platformer are the same reasons any platformer succeeds: tight, responsive controls and plenty of gameplay variety. There's lots of cool weapons, different outfits that let you fly, swim, cast spells and more, even an awesome grappling hook for you to swing your way through the levels.

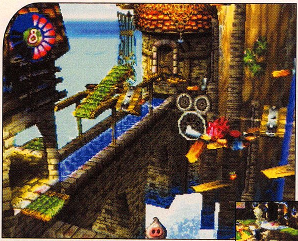
Of course it doesn't hurt that the game looks fantastic. Fully polygonal with a moving camera that shows off the 3D world but without getting in the way, the colorful, detailed graphics are a great example of what the current generation of PS games are capable of.

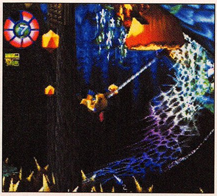
So while the questy/adventure game aspects of Tomba! 2 get tiresome fast, luckily there's more than enough quality platformer to make up for it.—***Mark MacDonald***

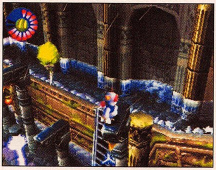


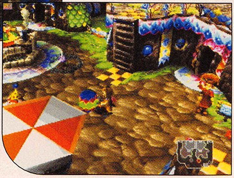
When they took the harp from me, I watched them disassemble it into four parts.

Scenes like this one (above) are all too common in Tomba! 2—"Oh, I lost this," "Please could you go fetch me that," "Have you seen my the other thing?" NO! Go get it yourself! I just want to run and jump around and have fun!









Although most of Tomba! 2's gameplay is on 2D paths, there are a couple towns (above) where you can move around in full 3D.

Box Score

Pros
- Great, colorful graphics
- Responsive controls and lots of gameplay variety
- Plenty of different weapons, items, and abilities
- Some really cool levels

Cons
- Too many pointless minor mini-quests to keep track of or care about

"While the questy/adventure game aspects of Tomba! 2 get old fast, luckily there's more than enough quality platformer to make up for it"

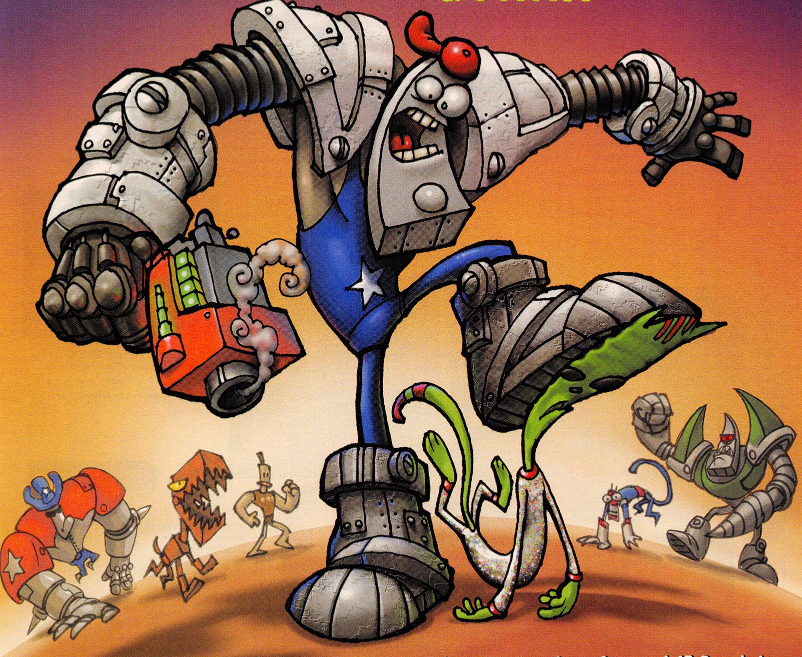
Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

BoomBots™

WHEN CAT ALIENS LAND ON EARTH, THE FUR IS GONNA FLY.



Cat aliens have taken over the Earth. Boombots are here to stop them. Command 15 Boombots through 15 far-out arenas of real time 3-D fighting action!

DreamWorks Interactive

the Neverhood

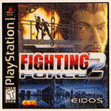
PlayStation

TEEN T CONTENT RATED BY ESRB

SouthPeak™ Interactive

© 1999 SouthPeak Interactive L.L.C. All rights reserved. SouthPeak Interactive and the SouthPeak Interactive logo are trademarks or registered trademarks of SouthPeak Interactive LLC. ® indicates U.S.A. registration. Other brand or product names are the trademarks or registered trademarks of their respective companies. © 1999 DreamWorks Interactive L.L.C. All rights reserved. Boombots is a trademark of DreamWorks Interactive L.L.C. Developed by the Neverhood™ PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

TEEN
AGES 13+
CONTENT RATED BY ESRB



1 Player

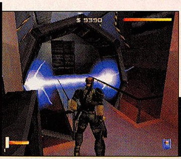
Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Developer	Core Design
Publisher	Eidos
Genre	Action

Fighting Force 2



PlayStation

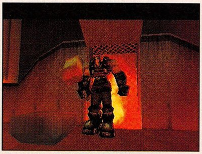
An action game delivered at a snail's pace

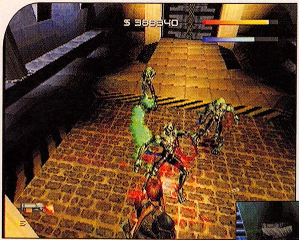
Core Design, the developers of Tomb Raider and this game, are known for designing a fancy engine that pushes the PlayStation, and then sculpting it into a game afterwards. Sometimes they pull it off with success, but in this case, Fighting Force 2 is the result.

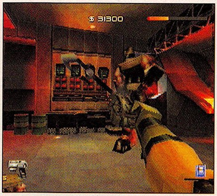
There's nothing wrong with the way this game's looks: You can tell that the developers poured lots of time into making sure that the game has more than its share of light-sourcing, gaudy explosions and detailed environments. In fact, the coolest thing about Fighting Force is that you can destroy nearly anything in each area. Computers, desks, switches, barrels, boxes and best of all—vending machines—are all primed to be blown to bits. Now things don't just disappear in a puff. Rather, they disintegrate in a satisfying fireball that sends pieces flying everywhere, and even the occasional blue spark or two that shows that you didn't just blow up some cheap electrical appliance.

For most of us, however, simply running around bashing everything in sight loses its magical charm (depending on your intelligence level), and that's when the big flaw in the gameplay shows up—there just isn't much to this game. Basically, you walk from room to room, clear out the enemies inside of it with a bunch of clunky punches and kicks, then move onto the next one. There's no interesting puzzle elements, and a minimal amount of technique needed to take out the baddies. Just point and shoot quickly, and you'll be fine. There are some games (such as Final Fight, etc) that do this style of gameplay well by making it intense and frantic—but you'll get none of that here. Frankly, Fighting Force is about as exciting as a golf game played in quicksand.

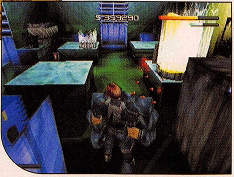
Eidos prides itself with making "Games with Character," but this game (and its main character, Hawk Manson) is devoid of it. Fighting Force 2 is a perfect example of style over substance that shouldn't be considered unless you really get a big kick out of bashing in soda machines. *—Kraig Kujawa*

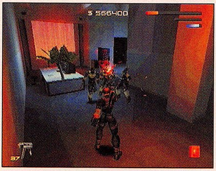






As is the standard with action games, you'll encounter the requisite "Boss" creature at the end of each level (above). Zoom into a semi-sniper mode to take better aim at things (left.)





Walking through a bio-genetics lab filled with large glass tubes of urine is always a dangerous place to be (above.) The enemies look pretty good, but they're dumb as dirt, and there's never enough of them around to really make the game pick up the pace (left).

Box Score

Pros

- Almost everything can be blown up!
- Detailed graphics
- Good audio
- Long game (nine levels)

Cons

- Sluggish and clunky gameplay
- One-player only
- Poor and repetitious level design

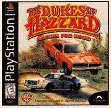
"Frankly, Fighting Force is about as exciting as a golf game played in quicksand."

Official U.S. PlayStation Magazine

● ● ○ ○ ○

Rating

EVERYONE
E
CONTENT RATED BY ESRB



1 or 2 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

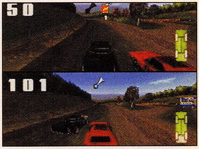
Developer	Sinister Games
Publisher	SouthPeak
Genre	Racing

The Dukes of Hazzard

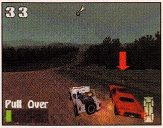
Call Cooter, the General needs an overhaul

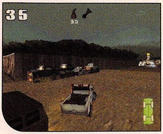
When I heard they were doing Dukes for the PlayStation, I was instantly reminded of the old 8-bit days, when it seemed like no liscense was too small or too irrelevant to be slapped on a game that looked like it was made in someone's basement. But, at least on the surface, Dukes suprised me. Not that it's anything outstanding, but it definitely isn't as bad as I expected: the graphics are manageable, the framerate is smooth, and the controls are about average, although the collision detection could be better and your car seems a bit too prone to wild spin outs.

The problem is that, for all the authentic voices from the TV show, the FMV sequences, and the decent graphics engine, there is really no game at the center of everything. Most of the time you're simply driving from point A to point B through a bunch of levels that all look the same. Sometimes you drive a different car, sometimes you need to force someone to pull over or avoid getting pulled over yourself, but it's still all really just slight variations on the same dull theme. If the controls, graphics, and track designs were impressive a straightforward racing game would have been fine, but since they are merely decent it feels like there should be more here. The nostalgia is nice, but not $50 nice. ***—Mark MacDonald***



There is a two player split-screen race mode, but it suffers from a horrible camera problem and isn't much fun to play.





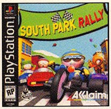
Box Score

Pros	Cons
• Decent graphics • Some real voices from the TV show	• All levels look the same • Dull, repetitive gameplay

● ◐ ○ ○ ○

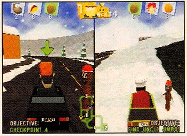
OPM Rating

RATING PENDING
RP
CONTENT RATED BY ESRB

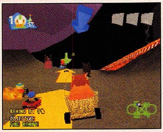


1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Developer	Tantalus
Publisher	Acclaim
Genre	Racing



Tell you what—buy the South Park movie asoundtrack and listen to it while you play Crash Team Racing instead. You'll thank me.



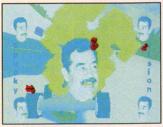
South Park Rally

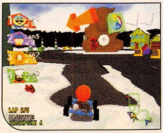
Some pretty *!&@ed up #@!* right there

A quick recap of the history of South Park PlayStation games: The 1st person shooter—crap. The quiz game—crap. And now, the cart racing game—you guessed it. Crap.

It's hard to talk about even the few good points in South Park Rally without mentioning something bad. There's plenty of characters to choose from, everyone from Starvin' Marvin to Mephisto to Satan, but none of them seem to handle any differently or have any kind of special skills the others don't. There's lots of funny voice samples and running jokes from the TV show, but you hear them so often even rabid South park fans will be searching for the mute button. There's a wide variety of play modes—some variants on tag, collecting items, etc. in addition to straight racing—but sloppy controls and horrible graphics make it difficult to enjoy them, even in the two-player mode.

Oh, did I mention the graphics? I did? Well I'm gonna talk about them some more. You'd think the sparse construction-paper cut-out look of the TV show would be easy to replicate on the PS (just look at Parappa), but instead they go with these terrible 3D models, racing around in blocky, choppy levels. What little merit Rally has is due to the South Park liscense; hopefully someday someone will take real advantage of it. ***—Mark MacDonald***





Box Score

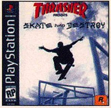
Pros	Cons
• Lots of characters, jokes, and voices from the TV show...	• ...pretty much everything else

● ◐ ○ ○ ○

OPM Rating

RATING PENDING RP CONTENT RATED BY ESRB

Developer Z-Axis
Publisher Rockstar
Genre Sports



1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

Thrasher: Skate and Destroy

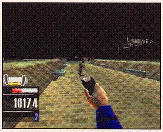
Explore the simulation side of skating

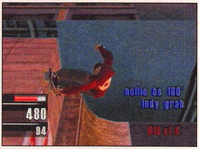
It sure is nice that after all this time without any skateboarding games at all, the PlayStation now has two solid titles. And while Thrasher isn't quite up to the universally enjoyable standard set by Tony Hawk's Pro Skater, it does hold its own.

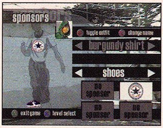
Thrasher is a game aimed more at the actual skater than the casual gamer, which means it may rate higher with the hardcore fan than with the general gaming populace. It also means it's a good deal more challenging than Tony Hawk, especially in the excruciatingly difficult Expert mode. But it has its share of simple pleasures: One example is the brilliant multiplayer mode in which players compete to see who can suffer the most devastating wipeout.

The game focuses more on street skating than on skate-park style, so there's more of an opportunity for rail slides and flip tricks than crazy vert stunts. And the trick system itself is a bit less intuitive, so you need to spend more time studying your trick list than I'd like.

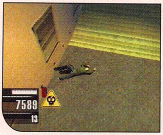
There are other minor annoyances, like the all-rap soundtrack and some glitchy areas, but the level design is fairly adept and the graphics are altogether solid. It's not as polished a product as Tony Hawk, but it's still well worth a look, especially for experienced skaters. *—Joe Rybicki*







Do well in career mode and you'll be rewarded with sponsorships. Then you can choose which of your sponsors' equipment you'd like to use (left).



Box Score

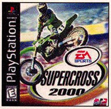
Pros	Cons
Nicely realistic Solid graphics Some good level design Good multi-player modes	Realism can make the game too difficult Slightly clunky trick system Some glitches Annoying music

● ● ● ◐ ○

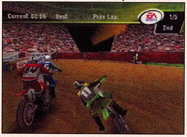
OPM Rating

EVERYONE E CONTENT RATED BY ESRB

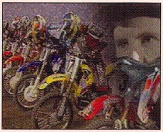
Developer MBL Research
Publisher EA Sports
Genre Sports

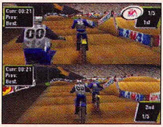


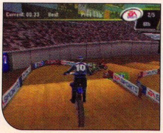
1 or 2 Players
Memory Card 1-6 blocks
Analog Control Compatible
Vibration Function Compatible



Bike handling is horrendous, with stiff steering and highly unrealistic cornering.







Box Score

Pros	Cons
Tons of licenses Good commentary	Bad controls Weak graphics Has an unfinished feel

● ◐ ○ ○ ○

OPM Rating

Supercross 2000

Beaten to death

There must be a part of me that has a soft spot for motocross games, which is why I usually end up having to review them. EA was one of the first to announce a motocross game for the PlayStation this year, but somehow they ended up being the last to release one. After playing Supercross 2000, I have a good idea why it didn't come out till now. As is EA's trademark, they have all kinds of official licenses including actual riders, real stadiums, ESPN commentators and numerous sponsors. But in the case of Supercross 2000, the gameplay takes a backseat to the bells and whistles. The bikes control in a very awkward manner, making it hard to steer. In fact, it's almost impossible to slide with your bike, which makes turns an ugly chore. But take a look at you computer opponents: they can't slide either, which is why riders always bunch up and knock into each other on turns. You don't see that often in the real races, much less on each and every turn. In fact, very little of what goes on in this game resembles anything close to the real thing.

The biker models are also some of the worst yet with overly blocky features and stiff animations. Apparently, there's a huge market for these games beyond people like myself, but it's hard to imagine they'll come back for more after the likes of this game. *—Wataru Maruyama*

Developer	Hot B
Publisher	Hot B
Genre	Sports

1 or 2 Players

Memory Card 1 block

Vibration Function Compatible

Black Bass with Blue Marlin

Quantity over quality

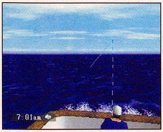
There's lots of fishing game developers out there, but only one true OG of the genre, and that is Hot B. These guys have been doing this for such a long time that you would expect them to show everyone how it's done.

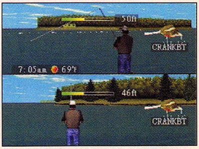
As you can see from the score, that is not the case. There are two separate games actually included, with lots of options that would normally put other games to shame, like a wide selection of locales in both modes and many different tournaments. However, the actual fishing in both games is truly disappointing. Graphically, the games are flat-out ugly, with poorly animated characters and fish. The gameplay in Black Bass feels very mechanical, making it hard to immerse yourself in the whole Zen of fishing.

Blue Marlin fares a little better since you're in control of both the boat and the rod. But surprisingly, the selection of lures is quite small and the tutorial is not as comprehensive as other fishing titles.

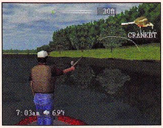
There are plenty of titles to choose from, and sadly this title ranks toward the very bottom. If you are desperate for a Blue Marlin simulator, try it out. All other rod and reel men (and women) should look elsewhere.

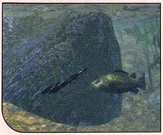
—Wataru Maruyama





Hot B offers one of the only fishing titles that let's you go head to head at the same time against another fisherman.



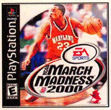


Box Score

Pros	Cons
• Two games in one • Hank Parker • Two player simultaneous fishing	• Two mediocre games in one • Very bland graphics • Horrible interface

● ● ○ ○ ○

OPM Rating

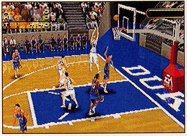


Developer	EA Sports
Publisher	Electronic Arts
Genre	Sports

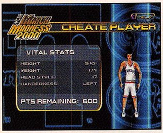
1~8 Players

Memory Card 6~12 blocks

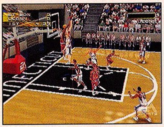
Vibration Function Compatible

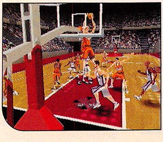


Like last year, March Madness features 16 of the NCAA womens' basketball teams (above).



VITAL STATS
HEIGHT: 5'10"
WEIGHT: 174
HEAD STYLE: 17
HANDEDNESS: LEFT
PTS REMAINING: 600





NCAA March Madness 2000

Vitale helps EA reclaim their hoops crown

Last year, 989 Sports' college basketball game, NCAA Final Four, narrowly edged out EA's March Madness, but thanks to some major improvements in 2000, the sneaker has slipped onto the other foot.

After years of having a lackluster presentation, this year's March Madness has finally captured the atmosphere of college hoops. Having Dick Vitale serve up the color commentary helps (even if his Vitalisms do get a little repetitive after awhile), and the audio throughout the game is consistently lively and detailed. There are specific fight songs for some of the top teams and loads of crowd chants (such as counting down the number of seconds left at the end of the game). It may sound like a lot of superfluous things, but they really add to the excitement.

The game is much more realistic than Final Four, but you'll find that you can blow out even the biggest powerhouses with a few gaudy crossover dribbles. These moves are too effective with the good players, and even though the computer is intelligent, it simply can't keep up for long.

MM 2000 is highly customizable so you can tweak a few settings to make it more challenging, but if you get some friends together, you'll have a blast with this college hoops game.

—Kraig Kujawa

Box Score

Pros	Cons
• Dick Vitale, baby! • Very in-depth features • Awesome college atmosphere	• Weird CPU intelligence problems • Some jerky animations • No analog support!?!

● ● ● ● ○

OPM Rating

EVERYONE E CONTENT RATED BY ESRB

PlayStation
Chocobo's Dungeon 2
SQUARESOFT

1 or 2 Players
Memory Card 1 block
Vibration Function Compatible

Developer	Square
Publisher	Square EA
Genre	RPG

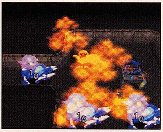
Chocobo's Dungeon 2

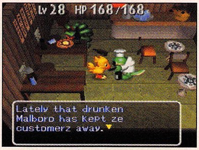
For hardcore dungeon spellunkers only

Chocobo's Dungeon 2 is definitely a role-playing game, but it's not at all typical of the genre. It basically takes one RPG element (exploring dungeons) and makes an entire game out of it. Ninety-nine percent of CD2 is a dungeon crawl similar to Konami's Azure Dreams, with all your time spent exploring randomly generated levels, avoiding traps, picking up items and fighting monsters. There is one town you periodically return to and the occasional bit of story, but these really only serve as rest stops between dungeons. Graphics and sound are cutsey but lackluster, and the two-player game, where a second player has limited control over your sidekick instead of the computer, seems more like an afterthought than a real feature.

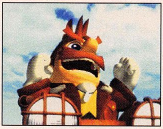
So what makes CD2 worthwhile despite all this? The game is surprisingly deep in a one area: the huge number of different items you can find, mix with each other, and use to create your own armor and weapons lends some badly needed strategy to the adventure.

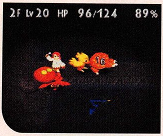
Still, for most people this will be a love it or hate it type of game. If dungeons are your favorite part of playing RPGs and you don't mind some simple, repetitive gameplay, CD2 has an addictive quality that might snare you in. Otherwise, you'll want to pass. *—Mark MacDonald*





Lately that drunken Malboro has kept ze customerz away.





Most of the characters in Chocobo's Dungeon 2 (Mog, Cid, Tonberry, Titan and Bahamut, just to name a few) players will recognize from previous Final Fantasy games.

Box Score

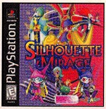
Pros
- Features Final Fantasy characters
- Tons of different equipment to find and use

Cons
- Simple graphics and sound
- Repetitive gameplay
- All dungeons, all the time

● ● ◐ ○ ○

OPM Rating

EVERYONE E CONTENT RATED BY ESRB



1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

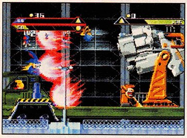
Developer	Treasure
Publisher	Spaz!
Genre	Action

Silhouette Mirage

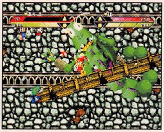
Odd but enjoyable

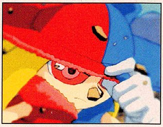
Like most titles from famed Japanese development house Treasure, their latest action/shooting/platformer Silhouette Mirage is unique, both in how it looks and how it plays. Graphically the game is old-school but impressive—completely 2D (a rarity in itself), with detailed backgrounds, freaky anime-inspired characters, giant bosses, and tons of other effects like scaling and rotation that you just don't see too often anymore. SM also makes great use of the Dual Shock controller for its uncommonly long list of moves—in addition to the shooting, jumping and dashing standbys, you can duck, crawl, slide, grab enemies, punch 'em, toss 'em and more. Honestly you don't seem to even need all these moves, but for those who can appreciate them there's enough depth to the controls to allow new approaches to different levels and bosses each time you play.

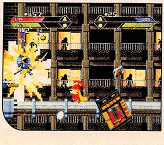
And speaking of the bosses, they would have to be my favorite part of the game. Although they often seem too easy or too difficult to defeat, the sheer number of them and all their different attacks and patterns remind me of some of my favorite battles from the old 16-bit days. SM will probably only "wow" Treasure fans and hardcore action/platformer geeks, but it's different, fun and worth checking out. *—Mark MacDonald*



Every stage in Silhouette Mirage has an awesome boss or two—like this one (above), where little bullet people jump into a giant gun and fire themselves at you.







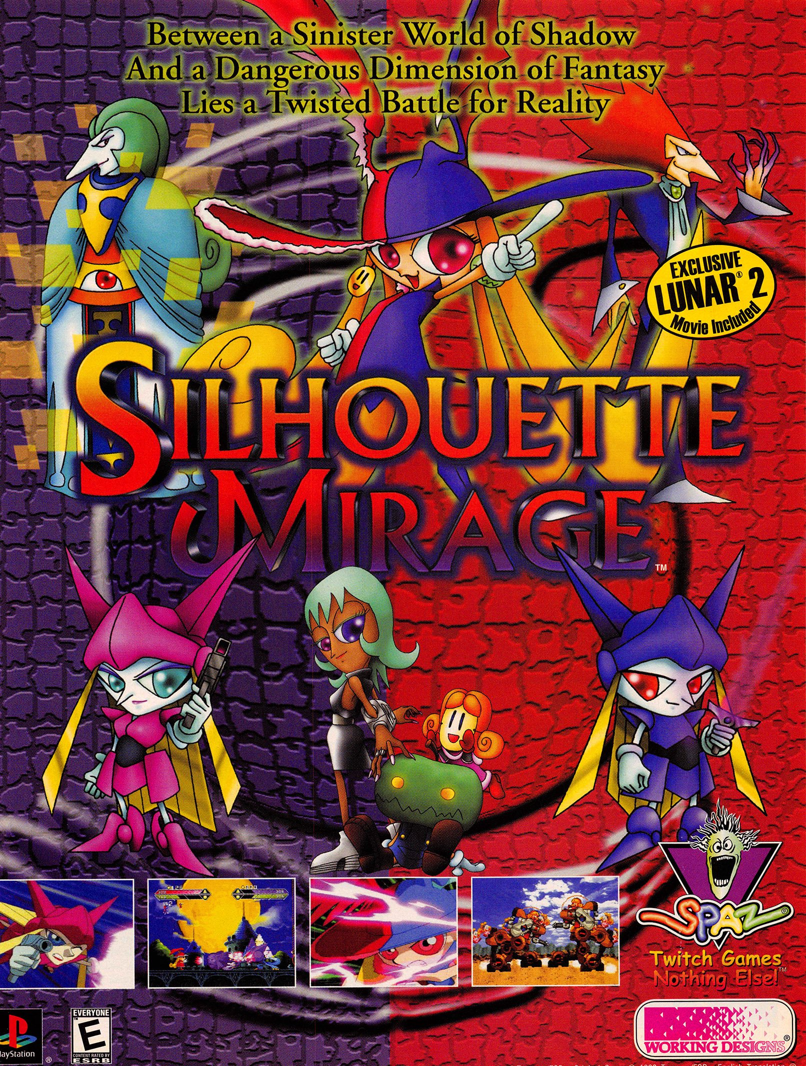
Box Score

Pros
- Nice old-school 2D graphics
- Huge number of moves and good controls
- Unique all around

Cons
- Some bosses too hard or too easy
- Pretty lame story

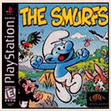
● ● ● ◐ ○

OPM Rating


Between a Sinister World of Shadow
And a Dangerous Dimension of Fantasy
Lies a Twisted Battle for Reality
EXCLUSIVE LUNAR® 2 Movie Included
SILHOUETTE MIRAGE™
SPAZ®
Twitch Games Nothing Else!™
PlayStation®
EVERYONE E CONTENT RATED BY ESRB
WORKING DESIGNS®

Station and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. "SILHOUETTE MIRAGE" is a trademark of Treasure/ESP. Original Game © 1998 Treasure/ESP. English Translation ©
AZ 1998. This game is published by SPAZ under license by Treasure/ESP. "Working Designs" and "SPAZ" are registered trademarks of Working Designs, Inc. All rights reserved. The first game that goes both ways!
Address: http://www.workingdesigns.com For a dealer near you, call (530) 243-3417.

EVERYONE



Developer	Heliogame
Publisher	Infogrames
Genre	Action

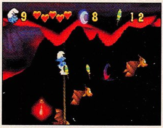
1 Player
Memory Card 1 block
Vibration Function Compatible

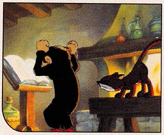
The Smurfs

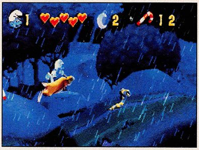
Positively smurfy

The Smurfs takes a novel approach to making a game for kids—include all the moves and techniques you would in a normal "adult" platformer, but divide them up so the player only has to deal with one new feature at a time. The controls are never more complicated than move, jump and one other button, but that other button can do all sorts of things at different parts in the game. For example, in one level it might toss bombs, in another it might let you dash, or double jump, or summersault, etc. The point is the game stays fresh and interesting by constantly introducing new play mechanics, while never becoming too overwhelming for younger players. Other highlights include surprisingly impressive graphics and some great level designs, including secrets, puzzles, and unique sections like riding on a rabbit or dragonfly.

My only real complaints with The Smurfs are minor ones. Controls aren't sluggish but they could (and should) be quicker, especially in a platformer: the Smurf's voices don't sound like they do in the cartoon; there's no analog support; and the difficulty could have been balanced better. But even so, Smurfs would have to fall somewhere in the top five PlayStation kids games so far. —*Mark MacDonald*







The Smurfs breaks up the usual platform jumping levels with unique sections like this one (above) where you ride a jackrabbit.

Box Score

Pros	Cons
Great graphics Lots of various types of gameplay, but still simple to control Clever levels	Controls are a little slow Difficulty unbalanced in spots

● ● ● ● ○

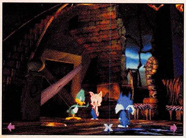
OPM Rating

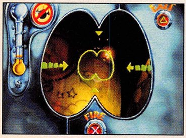
Toonenstein

1 Player
Memory Card 1 block
Analog Control Compatible

Developer	Terra Glyph
Publisher	Vatical
Genre	Adventure

EVERYONE





Unlike some other exceptional children's titles like 40 Winks that can be enjoyed by young and old, Toonenstein is definitely just for the kids—and not even for all of them. Basically (and this isn't simplifying it too much), you guide Tiny Toons characters through prerendered rooms of a giant mansion, searching for switches to flip and occasionally battling enemies in a first-person shooter mode of sorts. The graphics, animation and voices are all fine, but youngsters will probably get bored of the frequent loading times, along with too many unnecessary and repeating scenes. Make sure whoever you are buying this for is 1) a Tiny Toons fan 2) between ages 3-6 or so and 3) has a decent attention span. Toonenstein won't last very long with anyone else. —*Mark MacDonald*

● ● ◐ ○ ○

Monkey Magic

1 Player
Memory Card 1 block
Vibration Function Compatible

Developer	B-Factory
Publisher	Sunsoft
Genre	Action

EVERYONE

Believe it or not, I was really pulling for Monkey Magic. No, I'm not a fan of the cartoon, but I am a big fan of 2D side scrollers. The basics of what you would expect from a platformer are here like challenging jumps and reflex tests. The graphics are just OK and look enough like the cartoon to satisfy the kids. What the kids probably won't like are the sloppy game play mechanics and odd difficulty spikes. There are some levels that are just too tough for kids and older gamers will get turned away by the choppy scrolling. The use of magic in the game isn't properly balanced, making the sole challenge of the game platform jumps. The level design needs major reworking as well. For hybrid 2D action, stick with the Tomba! series or the criminally overlooked masterpiece Klonoa. —*Wataru Maruyama*

● ○ ○ ○ ○

Prepare Yourself for
the First Advanced Dungeons and Dragons®
PlayStation® Game Console Roleplaying Experience.

FORGOTTEN REALMS

Baldur's Gate™

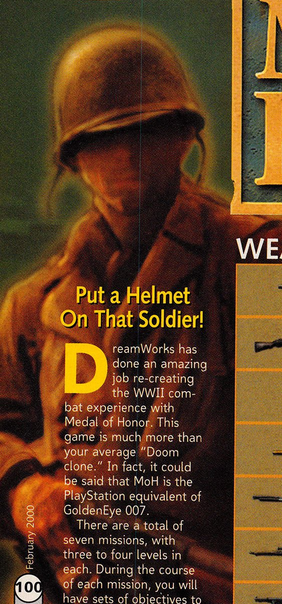
The Award-Winning PC Game
Coming Spring 2000 to the PlayStation®

www.interplay.com

PlayStation® OFFICIAL TSR Licensed Product Advanced Dungeons & Dragons® RUNECRAFT Interplay™ BY GAMERS. FOR GAMERS.™ TEEN CONTENT RATED BY ESRB

BALDUR'S GATE ©1999 BioWare Corp. All Rights Reserved. Baldur's Gate, FORGOTTEN REALMS, the FORGOTTEN REALMS logo, ADVANCED DUNGEONS & DRAGONS, the AD&D logo, TSR and the TSR logo are trademarks of TSR, Inc., a subsidiary of Wizards of the Coast, Inc., and are used by Interplay under license. Interplay, the Interplay logo, and "By Gamers. For Gamers." are trademarks of Interplay Productions. Exclusively licensed and distributed by Interplay Productions. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. All rights reserved. All other trademarks and copyrights are property of their respective owners.

MEDAL OF HONOR™



Put a Helmet On That Soldier!

DreamWorks has done an amazing job re-creating the WWII combat experience with Medal of Honor. This game is much more than your average "Doom clone." In fact, it could be said that MoH is the PlayStation equivalent of GoldenEye 007.

There are a total of seven missions, with three to four levels in each. During the course of each mission, you will have sets of objectives to complete. At the end of each level, your performance will be graded.

What makes Medal of Honor special is how realistic it feels. From the ambient sounds to the way the enemies react to you, it's easy to let reality slip away. It's that good. I could drone on for hours at how amazing this game is, but I think I'll stop now.

This guide will take you from start to finish, while also providing tested tactics. Good luck!

WEAPONS TRAINING

XG Strategy by Andrew Baran

	Pistol	**Capacity:** 7-8 Rounds (variable)	**Most Effective Use:** There are three Pistols in the game, and they're used in similar fashion. The Pistol is highly accurate, so go for the deadliest shots (head shots). Otherwise, you'll just be wasting ammo.
	M1 Garand	**Capacity:** 8	**Most Effective Use:** This trusty rifle is one of the best weapons in the game. It's extremely accurate, so take the best shots you can from long range. When things get hot, don't forget to reload.
	Grenade	**Capacity:** 1	**Most Effective Use:** Grenades can be the most entertaining weapons in the game. Use them to flush enemies into the open, or try to drop them into bunkers or towers where your victims cannot escape.
	Stielhandgranate	**Capacity:** 1	**Most Effective Use:** These are just the German version of the Grenades. Use them for flushing out the enemy, or if your aim is good, for exploding several enemies at once.
	Shotgun	**Capacity:** 8	**Most Effective Use:** For clearing tunnels at medium-close range, nothing beats the Shotgun. If the entire blast hits the enemy, he'll die almost immediately. Also used for enemies behind cover.
	Sniper Rifle	**Capacity:** 5	**Most Effective Use:** A head shot from this weapon will kill instantly. This is the undisputed long-range master. Never use it up close unless there's an emergency, because the zooming is slow.
	MP40	**Capacity:** 32	**Most Effective Use:** This machine gun has the same destructive capabilities as the other guns of its type. Its main advantage is its larger ammunition capacity.
	(BAR) Browning Automatic	**Capacity:** 20	**Most Effective Use:** A decent machine gun, this mainstay of our armed forces is best used for when you are confronted by large waves of enemies. Shoot in tight shot clusters.
	Thompson Submachine Gun	**Capacity:** 20	**Most Effective Use:** An effective lead-spitter. This gun is great for fighting off numerous enemies at once, but poor for maintaining decent accuracy. Use at medium range for the best effect.
	Bazooka	**Capacity:** 1	**Most Effective Use:** Fire this weapon at clusters of soldiers. Aim for roughly five feet in front of them for the best effect. Just keep your right side away from a wall, or you'll end up blasting yourself to hell.

ITEMS TO FIND IN THE FIELD

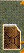
Keep your eyes peeled for these items hidden in the battle zones.

1

2

3

1. Medicinal Canteen: Heals a small portion of health. **2. First Aid Kit:** Restores half of your health. **3. Field Surgeon Pack:** Heals you completely. **Note:** Save the health items till you are right about to complete a level so that you can be certain of earning an Excellent rating.

1

2

3

1. Small Ammo Crate: Gives you a few rounds for your weapon. **2. Explosive Ammo Box:** Explodes if shot at. **3. Large Ammo Box:** Gives you a larger supply of ammunition. The long version of this box will completely refill your weapon's ammo capacity.

Mission One: RESCUE THE G3 OFFICER

Scenario One FIND THE DOWNED PLANE

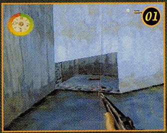
About This Mission: This mission is fairly straightforward. Keep your accuracy high and you'll earn an Excellent rating.

O1 Recover the Logbook: The logbook will be hidden within a crack inside the last building on the left side of the town. You must pass through this area in order to complete the mission anyway, so it's kind of hard to miss.

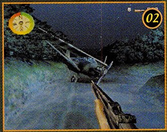
O2 Find the Plane: The plane is in the open. You'll find it past the bridge outside of the town. Make sure to collect the Healing Kit that's hidden by the plane (too bad the pilot didn't use it!).

O3 Enter Town: You'll know that you're at the end of the level when you come to the heavy machine gun emplacement. Use the Nazis' own weapon against them. You'll face several waves of soldiers running out of the door you must enter. Kill them until there isn't any more opposition.

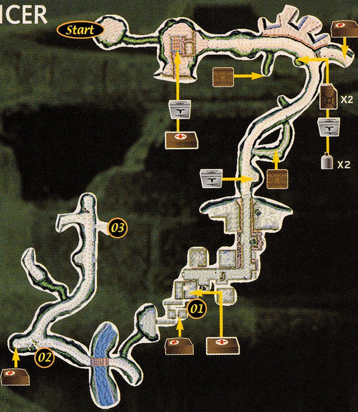
Note: Firing the heavy machine guns will often trigger enemies that are not normally placed on the map. This is a good way to earn some extra kills.



The logbook is hidden underneath a small crack in the wall.



Finding the plane isn't too hard—it's in the middle of the road.



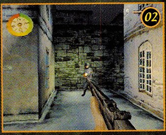
Scenario Two SEARCH THE TOWN

About This Mission: Always make a habit of constantly looking up, as there are plenty of snipers taking potshots at your head. Aside from the balconies, there is one soldier hidden inside a building window. Can you find him?

O1 Destroy Radio Transmitter: The end of the first city block has the radio that you need to destroy.

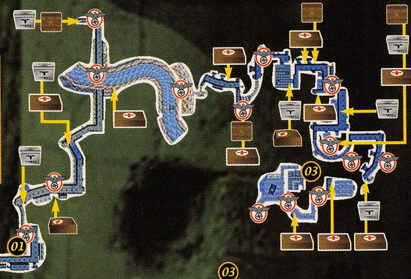
O2 Neutralize Gestapo Threat: While there are 14 Gestapo agents, you only have to kill off eight to meet the requirement. They are easy enough to kill.

O3 Locate Maquis Hideout: The end of the level will reveal the Maquis hideout. Enter through the trapdoor to complete this segment of the mission.



Kill off at least eight Gestapo agents hidden around the town.

= Gestapo Agent Location



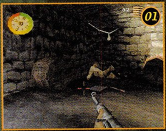
Scenario Three SEWER CHASE

About This Mission: The sewers are teeming with guards and dogs. When you hear barking, ready a Grenade. The dogs always react to the grenades.

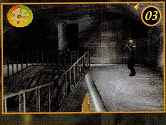
O1 Acquire G3 Attaché Case: The case is next to the body in the room you start in. Because it is so dark, it's easy to miss seeing the case.

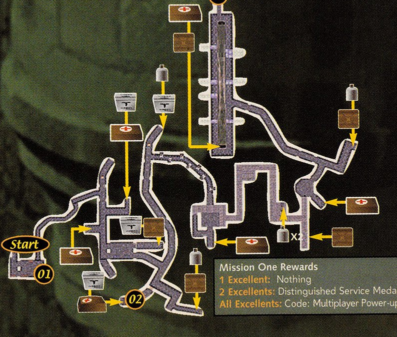
O2 Locate Maquis Weapon Cache: You can find the Shotgun behind a breakable wall. See the map for the exact location. The Shotgun will be of great help in the tight confines of the tunnels.

O3 Exit Sewer: Exiting the sewer can be a little tricky. There are plenty of guards protecting the exit. Pick off as many as you can from a distance, then switch to your Grenades. Toss a few Grenades near the troops to make them concentrate on something other than you. Next, load your Shotgun and blast the distracted guards.



The attaché case is easy to miss. It's in the room you start in.





Mission One Rewards

1 Excellent: Nothing

2 Excellents: Distinguished Service Medal

All Excellents: Code: Multiplayer Power-ups

Mission Two: DESTROY THE MIGHTY RAILGUN GRETA

Scenario One SNEAK INTO THE RAILWAY STATION

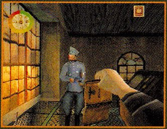
About This Mission: This level can be played in an extremely sneaky manner. In fact, the briefing makes it seem like that's what you are supposed to do. Unfortunately, this is not the case. You must kill each and every Nazi on the level. Things will get intense.

01 Switch Tracks: From the start, take the first left passageway. Climb up to the catwalk and make your way to the guard. The switch is next to him.

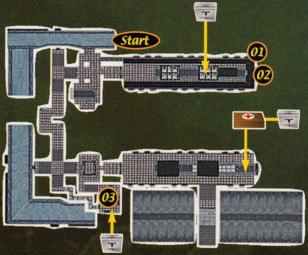
02 Obtain Ausweis Blau "ID Blue": The aforementioned guard carries the Blue ID card. Shoot him in the head and take the ID. Don't worry, he's all alone.

03 Obtain Ausweis Rot "ID Red": Crawl through the ventilation shaft to reach the office. You can get a clean head shot from the shaft. Once the officer is dead, you'll find the Red ID on the ground.

Note: Shooting the stationed guards will summon two more troops your way. You must kill all of the guards to earn an Excellent rating here. Sneaking is not needed to earn the best rank.



Show the ID to put the Nazi off his guard, then shoot him.



Scenario Two FIND THE GIFT PACKAGE

About This Mission: This mission requires a little bit of sneaking. Remember that you can shut down the alarms by pressing the action button.

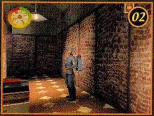
01 Steal Freight Manifest: The manifest is hanging on the wall in the open.

02 Obtain Ausweis Rot "ID Red": Kill the nearby guard before he can raise the alarm. The ID is on the table.

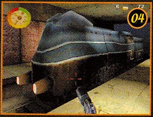
03 Find Gift Package: The gift package is hidden in a guitar case on the right side of the train station.

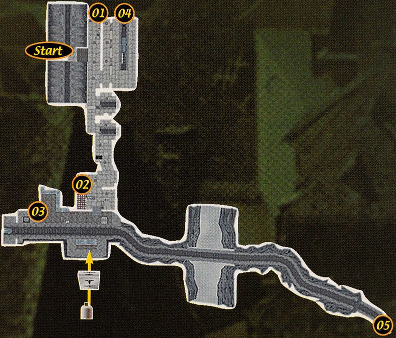
04 Disable Reserve Engine: Use the explosives that you found in the gift package on the front of the train. Use caution when you do this. The explosion can kill you, and it will summon some guards to investigate the noise.

05 Follow Rails to Rail Tunnel: Head down the tracks, but move slowly. As soon as you see the traces of an enemy, switch to your Sniper Rifle. Take out the enemy before they can even see you.



Take out this guard before trying to grab the ID card or he'll call for help.





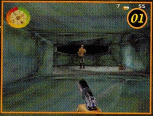
Scenario Three RAIL CANYON

About This Mission: Take out the bunkers by sneaking into them.

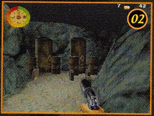
01 Procure Grenades: Take the first path off of the road. This will take you to the air vent of a bunker. Crawl inside, disable the gun, and grab the Grenades.

02 Destroy Fuel Containers: Take the next path off of the road and lob a Grenade into the fuel tanks. Don't worry about the sleeping guard. He'll never know what hit him.

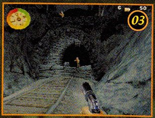
03 Exit Canyon to Railgun: The last section of the track is heavily guarded. A heavy machine gun emplacement is blocking the way. Take the side route and you will find yourself above it. Drop Grenades into the bunker and shoot the guards that come out.



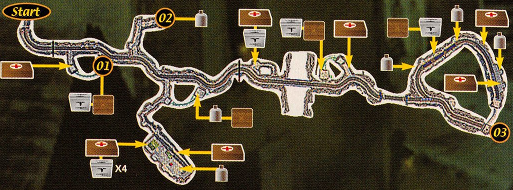
Sneak into the back of the bunker to avoid detection.



Toss a Grenade into the fuel canisters to blow them up.



The end of the level is heavily fortified. Sneak yourself in.



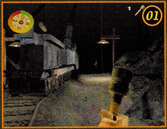
Mission Two Rewards
2 Excellents: Kurt, Rosie
3 Excellents: American Commendation
All Excellents: Code: American Movie

Scenario Four MEETING GRETA

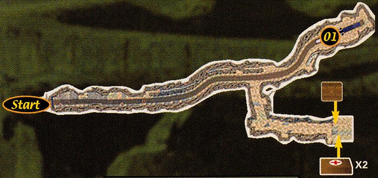
About this Mission: This is it, the last part of the Greta missions. The level is pretty straightforward, so things shouldn't get too tough. Just make sure to kill off the enemies at a distance.

O1 Destroy Railgun Greta: Make your way to the train. It's just at the end of the tracks. Plant all six explosives and Greta will be history. Before planting the last explosive, head towards the side road and collect the Health found there. This will most likely earn you an Excellent rating.

Note: As you plant the explosives on the railgun, more enemies will be triggered. Just watch your back or you could find yourself riddled with bullets.



Kill off the guards and plant six explosives around the railgun.



Mission Three Rewards
2 Excellents: Jens, Johan, Jurgen, Manfred
3 Excellents: American Campaign Medal
All Excellents: Code: Temperamental Tocsin

Mission Three: SCUTTLE DAS BOOT U-4901

Scenario One ESCAPE THE WOLFRAM

About This Mission: This plays out exactly like the stealthy Greta missions.

O1 Gain Access to Promenade: Kill the guard, or finagle your way past this point. Just get the General Pass first.

O2 Gain Access to Bridge: Go down the right path after acquiring the bridge pass from the guard.

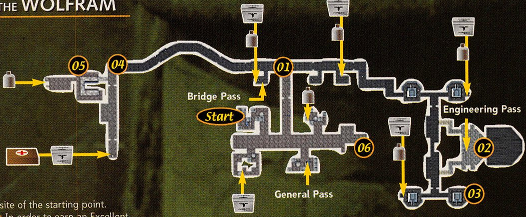
O3 Find Wrench: You'll find the wrench right by one of the gun turrets.

O4 Gain Access to Engineering: From the long hallway, head left. Use the Engineering Pass or kill the guards.

O5 Jam Engine: Shove the wrench into the engine and it'll alert the guards. Better lock and load.

O6 Exit Ship Through Cargo Hold: The Exit for this level is at the large door opposite of the starting point.

Note: In order to earn an Excellent rating, you will have to kill off all of the guards. In this case, you don't have to pick up the passes.



Scenario Two THE ROOFTOPS OF DACHSMAG

About This Mission: There is a lot of climbing and jumping in this level. Finding your way through the first time can be tricky. The map will help you.

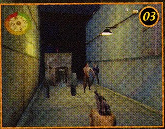
O1 Locate Smuggled Weapons: This objective is simple. It's right in front of you when you start.

O2 Secure Deployment Timetable: Look for this item on the wall of the little office on the wharf.

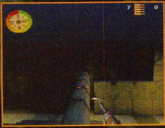
O3 Blow Up Truck with Demo Charges: There are two trucks in the level. Look for both locations on the map. Just get ready for trouble, as your actions will attract some attention.

O4 Find Hatchway to Production Facility: You will have to make some precarious jumps from the tops of the buildings in order to reach this level exit. Take your time so you don't fall down. Falling from heights will not injure you, so don't worry about an instant death.

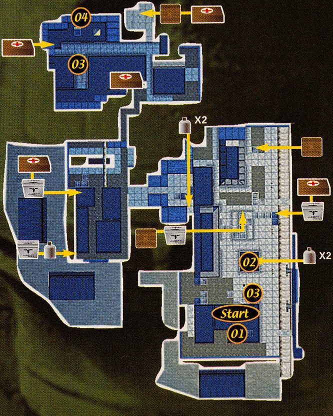
Note: There are two ways to trigger enemies into appearing on this level. One is to set off explosives on the trucks. The other is to start collecting the rare items found atop the cargo crates. That'll bring 'em out.



Guards will come as soon as you set the charges on the truck.

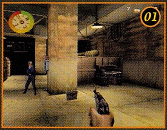


You will have to nimbly cross from one building to another on a pipe.

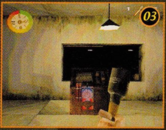


Scenario Three THE HUNTER'S DEN

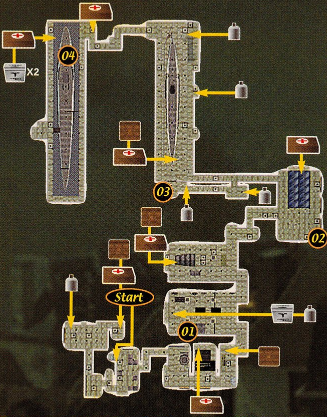
About This Mission: This level has many more enemies compared to the previous missions. Always go for head shots.
01 Find Engine Specs: Open up the desk in the back of the first large room. Inside are the specs. Make sure to take out all of the guards in the area first.
02 Find Hull Blueprints: The blueprints can be found on the wall in the first dry dock. They should be easy to spot.
03 Destroy Sea Door Control: The controls to the sea door are in a little corridor. If you come to the completed sub, you've gone too far. As soon as you blow the controls, you'll have alerted the base to your mischief. Clear out the guards that come after you. The corridor makes a decent killing zone for your Machine Gun or Sniper Rifle.
04 Locate and Board U4901: In the dock, follow the path around the room till you come to the bridge that lets you board the submarine. There are plenty of guards here, but the big open space of this room makes the Sniper Rifle the weapon of choice.



Eliminate the guards before attempting to open the desk.

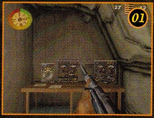


Destroying the sea door will trigger a wave of aggressive guards.

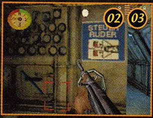


Scenario Four DIVE!

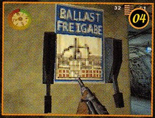
About This Mission: The briefing will make it seem like this mission has a time limit. Don't worry about it—take your time.
01 Radio Coordinates to HMS Belfast: Simply click on the radio at this point.
02 Lock Fins to Dive Setting: Turn the valve on the control pattern.
03 Destroy Fin Controls: Set the explosives after you turn the valve.
04 Blow Ballast to Surface Boat: Search the back wall of this room to find the ballast levers. Hit them and move forward to the front of the ship.
05 Find Exit Hatch: The end of the ship is in sight. Just follow where the ship leads to complete this objective.



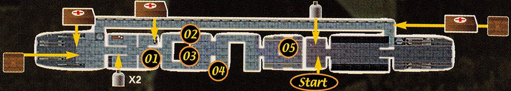
Click on the action button to signal the HMS Belfast.



Turn the valve, and then finish it off with an explosive.



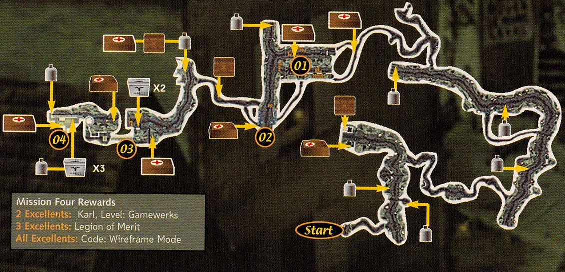
Crank on the ballast, and the submarine's fate is sealed.



Mission Four: ATTACK IMPENETRABLE FORT SCHMERZEN

Scenario One THE SIEGFRIED FOREST

About This Mission: It's easy to get lost in this level. By using the tunnels, you can traverse almost anywhere. Whenever you come across a trench, look for a tunnel from one of the sides.
01 Find Stuka Dive Bomber: The bomber is in a heavily guarded sector. Use the nearby tunnels to reach the safest location, and toss a Grenade over the wall to blow it up.
02 Locate Crowbar: The crowbar is laying next to two heavy machine gun placements. Take out the gunners from a distance before they can find you, or else you'll get shot up.
03 Open Hatch and Enter Fort: The entrance is by the dragon's teeth.
04 Find Entrance to Sublevel 1: Hole up in the bunker and kill off the troops.



Mission Four Rewards
2 Excellents: Karl, Level: Gamewerks
3 Excellents: Legion of Merit
All Excellents: Code: Wireframe Mode

Scenario Two

OFFICER'S QUARTERS

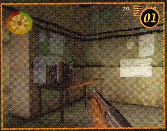
About This Mission: This is one of the toughest levels because it's so easy to get lost. Use the map to guide your way through. The soldiers here will be the hardest ones you've faced yet—they almost always hide behind walls. Use the explosive boxes to catch them off-guard. That should even the odds.

O1 Send SOS: Send in a false SOS signal using the radios here.

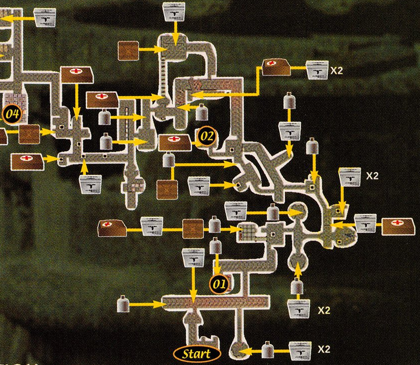
O2 Find Orders From Col. Muller: On top of the table in this room, you will find the orders.

O3 Acquire Key to Lower Levels: Look in the bathroom. There will be a guard doing his...err...business. Kill him and the key will land on the floor. Pick it up and you'll be able to leave the area. Collecting this item will send between five and six guards your way.

O4 Find Gasmask: This extra mission will be essential to your survival. The gasmask is on a table. One size fits all.



To lure off half the Nazi army, send a fake SOS signal.



Scenario Three

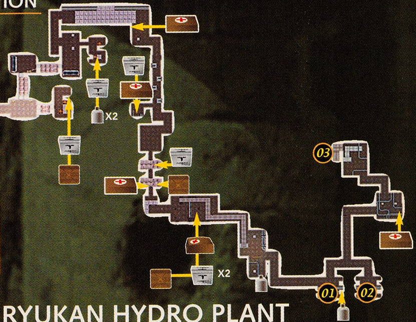
MUSTARD GAS PRODUCTION

About This Mission: More corridor combat awaits you. The gas masked troops are a little slow to respond, but they sure like to gang up on you.

O1 Activate Gas Valve 1: Turn the valve as soon as you can, but turn yourself right around. After you complete this task, the guards will take a few pot shots at your back.

O2 Activate Gas Valve 2: The second valve is Just a hop, skip, and a jump away from the first. There shouldn't be many guards reacting to this. One would assume that they would be fleeing the base before the poison gas takes over.

O3 Exit Fort: Exit the fort as soon as you can. The last room has a sniper high atop a catwalk. Get rid of him before attempting to climb up.



Mission Five: SABOTAGE THE RYUKAN HYDRO PLANT

Scenario One

THE ROARING PENSTOCKS

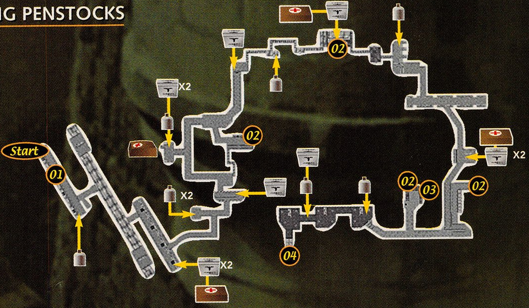
About This Mission: Things are going to get even more intense. Conserve your ammunition if you can.

O1 Stop Water Flow in Central Pipe: Turn the first valve you come to.

O2 Destroy All Power Relays: There are six power relays in all. Use the map to find their locations, but beware—they're heavily guarded.

O3 Shut Down Main Power Grid: In the last power relay room, flip the switch on the left wall.

O4 Enter Hydro Plant: Follow the corridor until you reach the exit.



Mission Five Rewards

2 Excellents: Felix, Von Braun

3 Excellents: Norwegian War Cross

All Excellents: Code: 4X Firing Rate

Scenario Two

GENERATORS OF DESTRUCTION

About This Mission: There sure are a lot of scientists in this area. If you approach them with a large gun and shove it in their faces, they'll most likely surrender. Just shoot these guys. You'll have to learn how to strafe if you're going to survive.

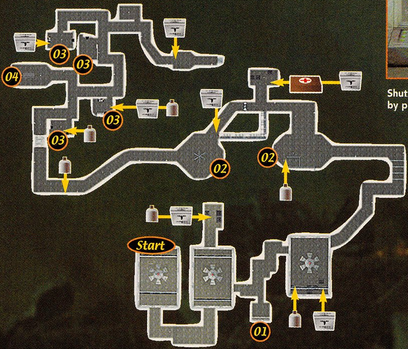
01 Disable All Generators: Hit all three switches and the generators will shut down. Warning: The door you just entered through will automatically lock.

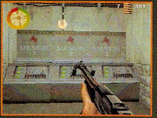
02 Shut Down Flow to Heating Tanks: Turn the two valves shown on the map to complete this objective.

03 Destroy All Research Files: There are four locations that contain the research files. Plant explosives and get the hell out of Dodge.

04 Locate D20 Output Report: This report can be found on the table in this nearly empty room.

05 Locate Elevator: Follow the long hallway to reach the elevator. It is pretty darn easy to get lost, so use the map if you find yourself going around in circles. There are plenty of guards intent on ending your life.





Shut down the generators by pulling all three levers.

Scenario Three

BETRAYAL IN THE TELEMARK

About This Mission: This level is purely close-combat fighting. Use the Shotgun at close range when an enemy suddenly pops up. Use the Pistol when you have some range on the enemy.

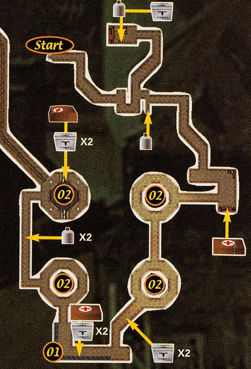
01 Open Emergency Release Valve: The valve is on a second floor catwalk between the second and third vats. The catwalk makes an excellent vantage point for sniping at corridor enemies.

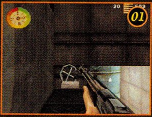
02 Divert Heavy Water Vats: There are four vats that you need to turn the valves on. Look atop the fourth tank for some hidden items.

03 Acquire Delivery Schedule: The delivery schedule is in a small room on the right side. The room is heavily guarded, so strafe to kill the troops.

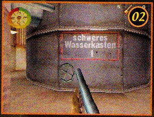
04 Locate Garage: Just walk into the last room to complete the objective.

05 Disable Truck: Plant the explosives on the truck in the garage.





The release valve is hidden atop a high steel catwalk.



You will need to turn the valve on all four vats.

Scenario Four

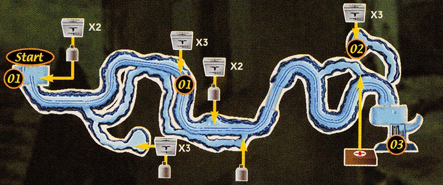
HEAVY WATER

About This Mission: The Bazookas will be your worst nightmare. Make sure to hit them hard and fast.

01 Disable Both Trucks: The first truck is surprisingly easy to miss, as it is right next to you when you start. The second is in the middle of the road.

02 Disable Power Station: There's a gun emplacement to deal with here. Not only is there a gunner, but he has a partner who can use the big gun, too. With them out of the way, set your charges. Hold back for a minute, as this will trigger the arrival of a small platoon.

03 Sabotage Ferry: Quickly knock out the two guards found behind the gate and head straight for the ferry. From there, exit to the left. Mission complete.



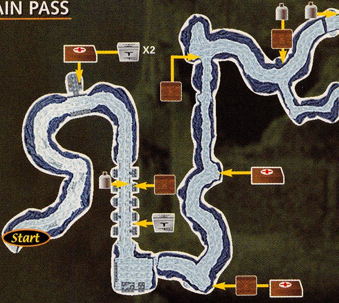
Mission Six: CAPTURE THE SECRET GERMAN TREASURE

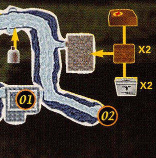
Scenario One MOUNTAIN PASS

About This Mission: About half of the enemy soldiers in this mission will be armed with bazookas. If you see a streak of light heading your way, get the heck out of the way or you'll be instantly roasted by the incoming explosion. You will have to take each group of soldiers out as fast as possible, as they will react to you aggressively and intelligently. Remember, keep your distance and you'll be fine.

O1 Destroy Generator Fuel: In the large compound you'll see a series of water-tower-looking structures. If you stand underneath them, you'll be able to plant your explosives. Once the explosions start rocking the joint, expect some company from the Nazis.

O2 Locate Mine Entrance: Just behind the compound containing the fuel tanks is the exit. If you have not cleared the snowy corridor that wraps around the outside of the fuel area, you'll see a wave of Nazis heading your way.





Plant charges on all of the fuel tanks and get the hell out.

Scenario Two MERKER'S UPPER MINE

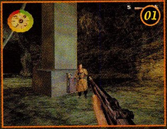
About This Mission: Merker's Upper Mine is a relatively short mission. Compared to the last, this one is much easier. Most of the soldiers you'll face will be out in the open, giving you a chance to practice your Rifle skills.

O1 Eliminate 8 SS Demo Squad Members: Hunt down all of the members of the demolitions team. They're cowards and relatively slow. They generally won't even notice a thrown Grenade. Use the map to find the locations for every explosive placement.

O2 Recover Dahood Manuscript: The manuscript can be found in the second large room on the back wall. It is found between two of the mine cars.

O3 Acquire Elevator Key: Hidden behind a stack of rare art on a small table is the key. Be sure to stop by and collect the useful ammunition in the room as well.

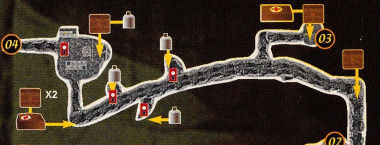
O4 Locate Elevator: Follow the caverns to the end, and you'll be able to find the elevator with ease. This room also contains the last demo squad member.

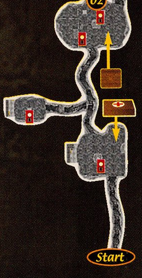


Use the map to find the locations of the SS demolitions team.

The rare manuscript is hidden behind two of the mine cars.

The key is on a table in the back of one of the the small rooms.





■ = Demo Squad Member

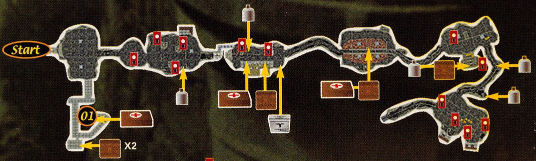
Mission Six Rewards
1 Excellent: Ernst, Egon, Wolfgang, Muller
2 Excellents: Soldier's Medal
All Excellents: Code: Reflecting Shots

Scenario Three TREASURE CAVERNS

About This Mission: This is the final mission to collect the last of the stolen treasure. This level shouldn't be too tough if you take it slow.

O1 Locate the Curator Inventory: The first hallway on your right will lead you to a small corridor. Follow it to an office, and launch a Rocket into it. This should kill the three guards and allow you to pick up the inventory sheet.

O2 Locate and Disarm All Bombs: The locations of the bombs are revealed on the map. You must diffuse all 12 of the bombs in order to complete this level.



■ = Bomb Location

Mission Seven: ESCAPE THE V2 ROCKET PLANT

Scenario One BUZZBOMB ASSEMBLY

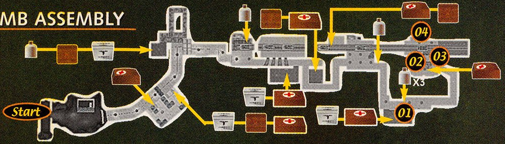
About This Mission: The assembly plant will get progressively tougher. Most of the enemies are behind corners, so you'll have to attack swiftly.

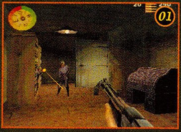
O1 Find V1 Target List: Look in the desk in the office after you have assassinated the two guards.

O2 Destroy V1 Launch Control System: Plant your explosives on the console in this room. Just make sure to climb up the ladder before the blast catches you.

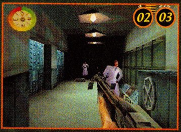
O3 Open Blast Doors: Turn the valve next to the launch control system to open up the blast doors. Doing this will trigger a whole swarm of guards. Fire your Bazooka up the stairs to clear out all of the opposition.

O4 Locate Emergency Hatch: Backtrack to the room with the tunnel leading down. Beyond the doorway are a number of heavily armed soldiers. Use any of your unspent Rockets here.

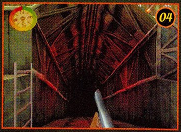




Lob a couple of Grenades into the office to get rid of the guards.



The second and third objectives are very close together.



To exit the level, work your way to the tracks and go down the tunnel.

Scenario Two VENGEANCE PRODUCTION

About This Mission: The corridors are filled with elite soldiers. Use Grenades to flush them into the open.

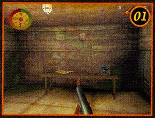
O1 Find Scientist Roster: Look on the back wall of this small room. Two armed scientists hide inside, so don't just run inside thinking the coast is clear.

O2 Acquire V2 Schematics: You will find the schematics behind one of the large rockets. A scientist standing near them will attempt to stop you, so silence him.

O3 Gain Access to Guidance Lab: Just walking into this small room will complete this objective.

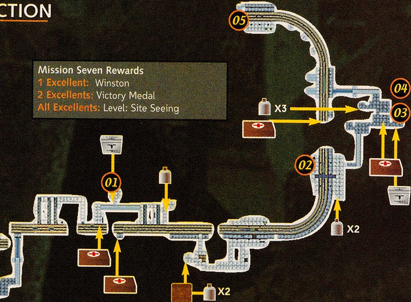
O4 Sabotage Gyro Guidance System: On a table in the same room as the last objective is the guidance system. Use the action button to reprogram it.

O5 Find Launch Area: Follow the corridors to the exit of this level.



The scientist roster is hanging on the back wall.

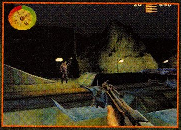
Mission Seven Rewards
1 Excellent: Winston
2 Excellents: Victory Medal
All Excellents: Level: Site Seeing



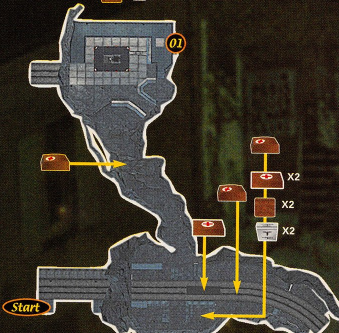
Scenario Three GOTTERDAMMERUNG

About This Mission: This is it: the last mission. Things start off slowly, with only a couple of guards. Kill them, and the trouble will begin. This level will require a little patience and a lot of skill. The alcove opposite of the heavy machine gun will spawn enemies like crazy. It may seem tempting to light up everyone who pops out with the heavy weapon, but the enemies that emerge next to the train will drill you. Avoid using the big gun, as it makes you vulnerable to Bazookas and Grenades. The sandbag barricade hides enough Health and ammo to max out your capacity, so make the run here if you need to.

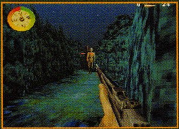
O1 Launch the Sabotaged V2: Make your way to the bunker. Toss a couple of Grenades inside to clear out the pesky scientist. Hit the controls and the V2 rocket will come crashing down on the installation. Congratulations! Your part of this campaign is now over.



Don't man the Heavy Machine Gun. It'll get you pasted quickly.

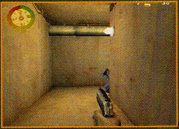


LEARNING HOW TO DEAL WITH THE NAZI THREAT



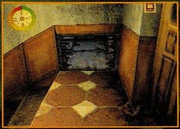
LONG DISTANCE

Kill With Minimum Risk: Move slowly through the levels. Don't worry, you're never timed. Move till you see the outline of an enemy trooper. Pull out your most accurate weapon (Sniper Rifle or Pistol) and aim for a head shot. If there are other troops nearby, you'll have enough space to deal with them before they become a threat.



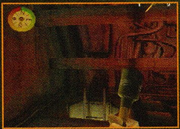
ENEMY IN COVER

Flush 'Em Out: Is there a Nazi behind cover that's giving you trouble? Toss a Grenade to send him scurrying like a rat. **Scattershot Kills:** Later on, the elite German troops will take cover behind walls and spray a wash of bullets over your position. If you have the Shotgun, you can effectively take these guys out with a well-placed blast.



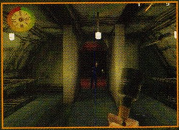
BE A TUNNEL RAT

Elude the Enemy: Whenever you come across a ventilation shaft at ground height, try shooting it. You can use ventilation shafts to reach new sections of the levels. Often, ammunition and Health Kits will be hidden in secret rooms adjacent to these tunnels. Just beware of crawling troops, or worse yet, Grenades that get tossed inside.



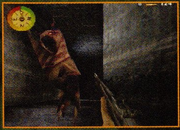
LAWS OF GRAVITY

More Fun With Grenades: There's a few occasions when you will have to climb down a ladder or fall into a pit. What is the most effective way of clearing the way down below? The answer is simple: Grenades. Toss a Grenade, wait for the footsteps, and toss a second one down. This will catch the reacting enemy.



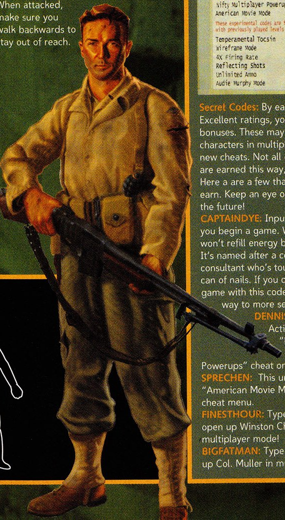
AI & RESPONSES

The Computer Is Predictable: The enemies will react to your Grenades in different ways. **1.** If in a crowd, a Nazi may throw himself on the Grenade. **2.** He may run away. **3.** He might try to pick up the Grenade and throw it back. If he chooses this course of action, shoot quickly to stun him in mid-action. Boom!



K-9 UNITS

Feed the Doggy a Grenade: When dogs are nearby, toss a Grenade. This will always draw them away from you. They will either carry the Grenade to the master (oh joy!), or towards you (d'oh!). When attacked, make sure you walk backwards to stay out of reach.

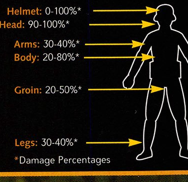


ENEMY TYPES

Enemy Type	Accuracy	Awareness:	Commonly Armed With:
Light Infantry	Poor	Poor	Rifle, Stielhandgranate
Gestapo	Poor	Poor	Rifle
Gestapo Officer	Average	Poor	Pistol
Attack Dog	Good	Great	Sharp Teeth
Sailor	Poor	Average	Rifle, MP40
Naval Officer	Good	Poor	Pistol
Dock Worker	Poor	Poor	Pistol
Naval Guard	Average	Average	Rifle, MP40
Medium Infantry	Good	Good	MP40, Stielhandgranate
Germ Warfare Troop	Average	Good	MP40, Stielhandgranate
Scientist	Great	Average	MP40, Pistol
Arctic Trooper	Poor	Great	MP40, Stielhandgranate
Waffen SS Trooper	Great	Good	MP40, Bazooka, Stielhandgranate
Demolitions	Good	Poor	MP40, Pistol
Elite Waffen SS	Great	Great	MP40, Bazooka, Stielhandgranate

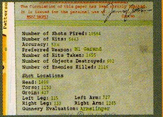
Marksmanship Counts...

Put them down for good: When shooting your enemies, you have to keep in mind that where you shoot them will determine how much damage they sustain. What is the optimal shot? Check out this chart for details.
Head Shots: The best shot you can take is just slightly above their neck. Otherwise you'll just pop their helmets off and alert them.
Stunning: Shooting the limbs or groin of a soldier will often give them pause. This is useful when a Grenade is nearby.



*Damage Percentages

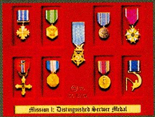
ACHTUNG!



Number of Shots Fired: 10584
Number of Hits: 5643
Accuracy: 53%
Preferred Weapon: M1 Garand
Number of Hits Taken: 1655
Number of Objects Destroyed: 692
Number of Enemies Killed: 2116

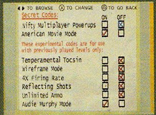
Shot Locations
Head: 1496
Torso: 1150
Groin: 427
Left Leg: 116 Left Arm: 727
Right Leg: 133 Right Arm: 1245
Gunnery Evaluation: Armslinger

Earning a better rating: In order to earn three stars (and hence the Excellent rating) you will need to:
1. Complete the level with 75%+ health. (Save medical supplies till the very end.)
2. Kill all the Nazis. This includes those triggered by performing certain actions, i.e. turning on the alarms or killing posted guards. Learn what triggers them.
3. A decent Hit Ratio of 70%+.



Mission 1: Distinguished Service Medal

Medals: Perform well enough in the levels and you'll earn the medals. They're just used for boasting—nothing real useful.



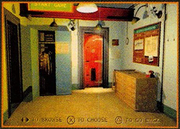
Secret Codes:

	ON	OFF
Nifty Multiplayer Powerups	☐	☒
American Movie Mode	☑	☐

These experimental codes are for use with previously played levels only:

	ON	OFF
Temperamental Tocsin	☐	☒
Wireframe Mode	☐	☒
4X Firing Rate	☐	☒
Reflecting Shots	☐	☒
Unlimited Ammo	☐	☒
Audie Murphy Mode	☑	☐

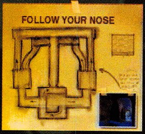
Secret Codes: By earning Excellent ratings, you can earn bonuses. These may be additional characters in multiplayer mode or new cheats. Not all of the cheats are earned this way, however. Here a are a few that you cannot earn. Keep an eye out for more in the future!
CAPTAINDYE: Input this before you begin a game. With it, you won't refill energy between levels. It's named after a certain military consultant who's tougher than a can of nails. If you complete the game with this code, it'll open the way to more secrets.
DENNISMODE: Activates the "Nifty Multiplayer Powerups" cheat on the menu.
SPRECHEN: This unlocks the "American Movie Mode" on the cheat menu.
FINESTHOUR: Type this in and open up Winston Churchill in the multiplayer mode!
BIGFATMAN: Type this in to open up Col. Muller in multiplayer...



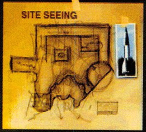
Multiplayer

The Fun Ain't Over Yet: Playing against a human is completely different from fighting against the computer. You must constantly keep moving at all times. Use the shoulder buttons to strafe and dodge shots.

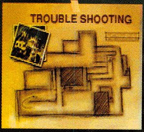
Powerful Multiplayer Weapons: The effectiveness of some weapons changes in this mode. While it will take several Machine Gun or Pistol shots to kill a man, other weapons will prove far more useful. If you can keep your distance, and aim for the head, the Sniper Rifle can kill with a single hit. Grenades are effective, and so is the Bazooka. This mode is very much a deadly game of hide and seek. It's a lot of fun.



Name: Follow Your Nose
How to Open: Default
Playing Tips: The simplicity of this map makes strafing and Grenades (if chosen) your best bet for survival.

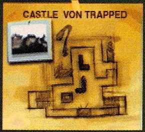


Name: Site Seeing
How to Open: 3 Excellents—Mission 7
Playing Tips: Stay out of the bunker. It's a death trap. You can hide under the missile if you duck underneath.

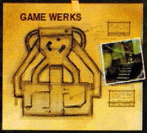


Name: Trouble Shooting
How to Open: Default
Playing Tips: Memorize this maze, or you'll get lost. Grenades tossed around blind corners work well. Use the radar.

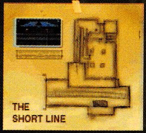
Playing against a human is a lot more intense than the CPU.



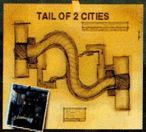
Name: Castle Von Trapped
How to Open: Default
Playing Tips: This level is easy to get lost in. Use the courtyard as an ambush zone to get the most kills.



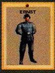
Name: Game Werks
How to Open: 1 Excellent—Mission 4
Playing Tips: Stay in the tunnels, otherwise you'll end up in the wide open. Limit your opponent's visibility.



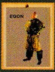
Name: The Short Line
How to Open: Default
Playing Tips: This is a fast paced game. Get the best firepower and have a showdown in this straightforward level.



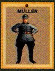
Name: Tail of 2 Cities
How to Open: Default
Playing Tips: This level plays a lot like The Short Line level. Use the sniping points to your advantage.



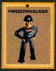
Name: Ernst
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



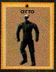
Name: Egon
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



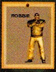
Name: Muller
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



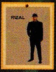
Name: Panzerknacker
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



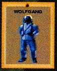
Name: Otto
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



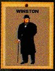
Name: Robbie
How to Obtain: Robbie is one of the default characters available in the multiplayer mode.



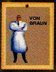
Name: Rizal
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



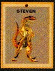
Name: Wolfgang
How to Obtain: Complete the 6th Mission and earn at least one Excellent in one of the segments.



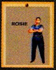
Name: Winston
How to Obtain: Type in "Finesthour" at the password screen or get one Excellent in Mission 7.



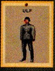
Name: Von Braun
How to Obtain: Complete the 5th Mission and earn at least one Excellent in one of the segments.



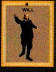
Name: Steven
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



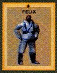
Name: Rosie
How to Obtain: Complete the 2nd Mission and earn at least one Excellent in one of the segments.



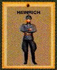
Name: Ulf
How to Obtain: Ulf is one of the default characters available in the multiplayer mode.



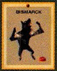
Name: Will
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



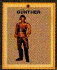
Name: Felix
How to Obtain: Complete the 5th Mission and earn at least one Excellent in one of the segments.



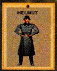
Name: Heinrich
How to Obtain: Heinrich is one of the default characters available in the multi-player mode.



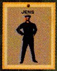
Name: Bismarck
How to Obtain: This character will be opened up once you have earned all Excellents in the game.



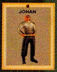
Name: Gunther
How to Obtain: Gunther is one of the default characters available in the multi-player mode.



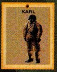
Name: Helmut
How to Obtain: Helmut is one of the default characters available in the multiplayer mode.



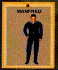
Name: Jens
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



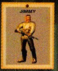
Name: Johan
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



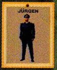
Name: Karl
How to Obtain: Complete the 4th Mission and earn at least one Excellent in one of the segments.



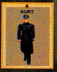
Name: Manfred
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



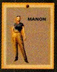
Name: Jimmy
How to Obtain: Jimmy is one of the default characters available in the multiplayer mode.



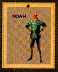
Name: Jurgen
How to Obtain: Complete the 3rd Mission and earn at least one Excellent in one of the segments.



Name: Kurt
How to Obtain: Complete the 2nd Mission and earn at least one Excellent in one of the segments.



Name: Manon
How to Obtain: Manon is one of the default characters available in the multiplayer mode.



Name: Noah
How to Obtain: This character will be opened up once you have earned all Excellents in the game.

Technology is a playground.

Reviews | Shopping | Business | Help | News | Investing | **Games** | Tech Life | Downloads | Developer

We've come a long way since Pong created the digital playground, haven't we? On ZDNet, you'll find the biggest playground on the Web: GameSpot. It's got everything your gaming heart desires: PlayStation, N64, PC or Dreamcast. Maybe that's why the Academy of Interactive Arts named it "Entertainment Site of the Year." Or maybe it was the pictures of the real-life Lara Croft. Whatever game-thing you're into, ZDNet's GameSpot has something for you. Because ZDNet is where technology takes you.℠

VISIT ZDNET'S GAMESPOT TO DOWNLOAD A FREE DEMO AND OFFICIAL GAME GUIDE FOR LARA'S LATEST ADVENTURE, TOMB RAIDER: THE LAST REVELATION.

ZDNet™

www.zdnet.com

©1999 ZD Inc. ZDNet, the ZDNet logo, and Where Technology Takes You are trademarks of ZD Inc. Other products and brand names are trademarks of their respective owners.

Grand Theft Auto 2

Many Codes

From the Main Menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown:

LOSEFEDS: All the Police in the game are gone.

BIGSCORE: This gives you 10,000,000 points.

HIGHFIVE: You'll get the Multiplier x5

NAVARONE: All the weapons in the game are now available.

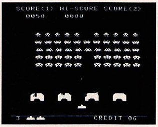
LIVELONG: This gives you unlimited energy.

DESIRES: Your "wanted" level is maxed out. Everyone will be after you.

Space Invaders

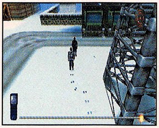
Level Select and Classic Mode

This rather simple code will give you the ability to choose your starting level. At the Main Menu Screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level and after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the Main Menu and highlight the 1 Player Mode and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!



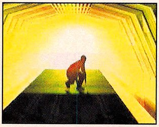
Mission Impossible

Multiple Codes



From the Main Menu, Choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the Bad Password warning. The codes will still work.

Turbo Ethan: Enter GOOUTTAMYWAY as your password.



Stiff as a Board: Enter SCAREDSTIFFF as your password.
Longer Jumps: Enter BIONICJUMPER as your password.
Slow Motion Mode: Enter IMTIREDTODAY as your password.
See FMVs: Enter SEECOOLMOVIE as your password.
Developer's Message: Enter TTOPFSECRETT as your password.

Do you have a trick that you, and only you, know? Don't hold back—write us at:

Official U.S. PlayStation Magazine
P.O. Box 3338
Oak Brook, IL 60522-3338

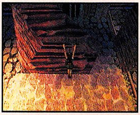
Sorry, we cannot respond to individual letters asking for codes or tricks.

Tomb Raider: The Last Revelation

Incredible Codes

In the game, face North (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point enter the following codes for the results as shown:

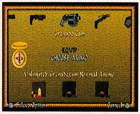
Load
LOAD GAME
Select Option
Cancel



All Items
While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.

Eye of Horus
Select Option
Cancel

All Weapons, Infinite Ammo, Unlimited Small and Large Medipack
While the compass faces North, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will have all the weapons, unlimited ammo, etc.



Skip Current Level
While the compass faces North, highlight the Load Game option and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the Inventory screen. You will now be taken to the next level of the game!

Twisted Metal 4

Many Cheats

From the Options Screen, access the Password Option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.

Unlimited Specials:
Put in Triangle, L1, Down, Triangle, Up as your password.
Only Pick Up Napalms:
Put in Right, Left, R1, Right, Circle as your password.
CPU Shoots Only You:
Put in Right, Triangle, Right, Triangle, L1 as your password.

Medal of Honor

Multiple Codes

From the Options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: Enter your code as **BADCOPSHOW**.

4x Firing Rate: Enter your code as **ICOSIDODEC.**

Reflecting Shots: Enter your code as **GOBLUE.**

PLAYER 1
PLAYER 2
WILL
STEVEN
PRESS ◀▶ TO BROWSE UNIFORMS
PRESS ⊗ TO CHOOSE YOUR UNIFORM
PRESS △ TO GO BACK

Unlock William Shakespeare: Enter your code as **PAYBACK** to play as this character in Multiplayer Mode.

Unlock Winston Churchill: Enter your code as **FINESTHOUR** to play as this character in Multiplayer Mode.

Unlock the Raptor: Enter your code as **SSPIELBERG** to play as this character in Multiplayer Mode.

Are you a true GAMER? Then you're a MIXXER!

MixxZine is a bi-monthly, thick ol' mag that features the hottest manga, anime, vid game characters and more! Lotsa top manga stories each issue...all for a low yearly price of $24.95. Or find it at Tower, Borders, B&N, Babbages, Software Etc., Hastings, and others. Can't find it? Request it!

1-888-MIXX-NOW
to subscribe
OR via the wire
info@mixxonline.com
www.mixxonline.com

WCW Mayhem

All Wrestlers: PLYHDNGYS

Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode)

Full Attribute Wrestlers: MKSPRCWS

All Backrooms: CBCKRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)

Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium)

Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

WCW/nWo Thunder

Many Cool Codes

All Wrestlers: At the Title Screen, press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, then press the Select button to unlock all 128 wrestlers.

Big Heads: At the Title Screen, press R1, R1, R1, R1, R1, R1, R1, R2, Select.

Big Head, Hands, Feet and Weapons: At the Title Screen, press R2, R2, R2, R2, R2, R2, R2, R1, Select.

Might Meter: At the Title Screen, press L2, L2, L2, L2, R2, R2, R2, R2, L1, L1, L1, L1, R1, R1, R1, R1, Select. Then, the offensive and defensive attributes of each wrestler may now be adjusted.

View FMV Sequences: At the Options Menu, press R1, R1, R1, R1, L1, L1, L1, L1, Select. Press Left+X to advance through the sequences, Right+X to move back, or press Start two times to exit.

Cage Ring in Any Type of Match: Enter the Options Menu, highlight the "Random" ring selection, then press R1, R2, R1, R2, Select. If you entered the code correctly, the word "Cage" will be spoken. Since The Cage ring is not enabled with the "Ring select" code, this is the only way to obtain it.

Ring Select: At the Options Menu, press R1, R2, R1, R2, Select. Now every time Select is pressed, the current ring will advance by one. To move in reverse, press L1, L2, L1, L2 followed by Select.

Dancing Wrestlers: Enable the "Ring Select" code, then choose the USO ring to have dancing wrestlers. Press L1 to pan to the other side of the ring (except for Battle Royal) or L2 for a small dance move.

WWF War Zone

Nifty Secrets

Play as the Trainer/Big Head Mode/Movie Code

On the Main Menu Screen, press L1, R1 (it may take a few tries to get it to work). This will take you to the basement, where hidden characters and modes are accessed after they are unlocked. Here are two of them to get you started:

Wrestle as Training Mode wrestler

Go to Training Mode and from the screen where you choose wrestlers, select "Custom" followed by "Trainer."

Big Head Mode

Win the WWF title in Challenge Mode on the medium or hard difficulty level with British Bulldog.

Movie Code

Once the "Press Start" Screen appears, quickly press (Up+Triangle,Right+Circle, Down+X, Left+Square). Press everything in the parenthesis four times. Then press R1+L1, L2+R2, R1+L1, R2+L2. The word Movie 1 will appear under the word, Zone. Press Up and Down to chose the movie you want. Then access the movie with the X button.

Collect Them All!

Order *OPM* Back Issues or Demo Discs Today! To order, simply send your order form indicating which issues you would like to: **Official U.S. PlayStation Magazine Back Issues, P.O. Box 3338, Oak Brook, IL 60522-3338** All requests must be paid for by check or money order ONLY, made payable to ZD Inc. (Please do not send cash.) The cost for each issue is as indicated on the order form PLUS shipping and handling. Shipping and handling charges for each magazine are as follows: $3 U.S., $3 Canadian and $5 foreign. **All payments MUST be in U.S. funds.** Prices and availability subject to change without notice. (Note: Vol. 2 Iss. #5 is completely **SOLD OUT**.)

Issue 1–$15

☐ **October 1997**

Ghost in the Shell, Final Fantasy VII Strategy

Demo Disc includes: playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force non-playables: Tomb Raider II, NFL GameDay 98

Issue 2–$10

☐ **November 1997**

PaRappa the Rapper
Bushido Blade Strategy

Demo Disc includes: playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars non-playables: NHL FaceOff 98, Ghost in the Shell

Issue 3– $10

☐ **December 1997**

Cool Boarders Strategy

Demo Disc includes: playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kåsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4 non-playable: One

Issue 4–$10

☐ **January 1998**

Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes: playables: NFL GameDay 98, CART World Series, Frogger non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

Issue 5–$10

☐ **February 1998**

Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes: playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

Issue 6–$7.99

☐ **March 1998**

Demo Disc Only!

playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

Issue 7–$10

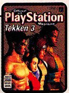
☐ **April 1998**

10 Overlooked PS Picks
Resident Evil 2 Strategy

Demo Disc includes: playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE non-playables: Blasto, The Granstream Saga

Issue 8–$10

☐ **May 1998**

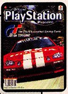


10 Greatest PS Fighters
Tekken 3 Strategy

Demo Disc includes: playables: Einhänder, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo

Issue 9–$15

☐ **June 1998**



Metal Gear Solid Preview
Gran Turismo Review

Demo Disc includes: playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil

Issue 10–$7.99

☐ **July 1998**

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

Issue 11–$15

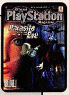
☐ **August 1998**

Metal Gear Solid
Vigilante 8 Strategy

Demo Disc includes: playables: Tekken 3, Turbo Prop Racing non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

Issue 12–$10

☐ **September 1998**



PlayStation's Birthday
Elemental Gearbolt Strategy

Demo Disc includes: playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S. non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

Volume 2
Issue 1–$10

☐ **October 1998**

Spyro the Dragon Strategy

Demo Disc includes: playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3 non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

Volume 2
Issue 2–$7.99

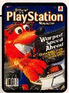
☐ **November 1998**

Demo Disc Only!

playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

Volume 2
Issue 3–$10

☐ **December 1998**



Metal Gear Solid
Crash Bandicoot Strategy
Demo Disc includes: playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air

Volume 2
Issue 4–$10

☐ **January 1999**

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes: playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu non-playables: Rugrats, Test Drive: Off–Road 2

Volume 2
Issue 6–$10

☐ **March 1999**

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes: playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er non-playables: NCAA Final Four '99, Guardian's Crusade

Volume 2
Issue 7–$10

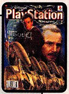
☐ **April 1999**

The Year of the RPG
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar non-playables: Legend of Legaia

Volume 2
Issue 8–$10

☐ **May 1999**



Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends

Volume 2
Issue 9–$10

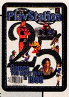
☐ **June 1999**

Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure non-playables: Star Ocean: The Second Story, Bloody Roar 2, MLB 2000, Jade Cocoon, Tony Hawk's Pro Skater

Volume 2
Issue 10–$10

☐ **July 1999**



25 Games You Must Play
Street Fighter Alpha 3 Strategy
Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2 non-playables: Jet Moto 3, Xena: Warrior Princess, Macross VFX 2, Street Fighter Alpha 3

Volume 2
Issue 11–$10

☐ **August 1999**

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball non-playables: Shao Lin, NFL GameDay 2000, NFL Xtreme 2

Volume 2
Issue 12–$10

☐ **September 1999**

EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables: UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing non-playables: NFL GameDay 2000, NCAA Gamebreaker 2000, Vigilante 8: Second Offense, Thrasher, Toy Story 2

Volume 3
Issue 1–$10

☐ **October 1999**

Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World non-playables: Rugrats, Countdown Vampires, Wu-Tang, Fighting Force 2, NHL FaceOff 2000, Medal of Honor, NBA Shootout 2000, Hot Wheels Turbo Racing

Volume 3
Issue 2–$10

☐ **November 1999**

Tomb Raider 4
Crash Team Racing Strategy
Demo Disc includes: playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3 non-playables: Fear Effect, SuperCross Circuit, Demolition Racer, Kingsley's Quest, G-Police: Weapons of Justice

Volume 3
Issue 3–$10

☐ **December 1999**

PlayStation 2
Dino Crisis Strategy
Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA GameBreaker 2000, Cool Boarders 4, Demolition Racer non-playables: MTV Sports: Snowboarding, Twisted Metal 4, NCAA Final Four 2000

Volume 3
Issue 4–$10

☐ **January 2000**

End of the World Buyers Guide
Resident Evil 3 Strategy
Demo Disc includes: playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem non-playables: Tomb Raider: The Last Revelation, International Track & Field 2000

WIN! The Ultimate Gaming Rig!!

OVER $20,000.00 IN PRIZES!

Puzzle Me, Inc.
"We Make You Think..."

Win the new Sega Dreamcast system!
SONY
SEGA SATURN
NINTENDO64
PlayStation
GAME BOY pocket
SPECIALIZED JOYSTICK

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? It looks simple, but it's only the start. Each of five more puzzles will get harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 500 Mhz MMX Pentium II, 128 meg. RAM, 14 Gig. HD, DVD, Windows 98, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast!; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, $1,000 in games you choose, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround, DVD and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W PRESS.......K BLAST ......A WRECK .....D
BREAK ......Z PUNCH .....S SPRAY ......C TURBO......V
STOMP .....T STAND......R PRESS.......E DREAM....O
CRUSH.......I SCORE .....H SLANT ......L CHASE......P

MYSTERY WORD CLUE:
WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes! **ENTER ME TODAY, HERE'S MY ENTRY FEE:**
☐ ($3.00) Video Game Contest
☐ ($3.00) Media Rig Contest
☐ ($3.00) Computer Contest
☐ ($5.00) SPECIAL! Enter them all (SAVE $4.00)

CLIP AND MAIL

Name ____________ **Age** ____
Address ____________
City ____________ **State** ____ **Zip** ____

SEND CASH, CHECK, MONEY ORDER TO:
PUZZLE ME, P.O. BOX 9315
PORTLAND, OR 97207-9315

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY MAR.11th,2000 • ENTRY FEE MUST BE INCLUDED
Only one entry per person. You must be under 30 years old to win. Employees of Puzzle Me and its suppliers are ineligible. Judges decisions are final. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. Winners determined no later than 2/28/01 You can request Winners List and Official Rules by writing: Puzzle Me Rules, 1511 SW Park Ave. #315; Portland, OR 97201. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. © 1999 Puzzle Me, Inc.

Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

gadgets, electronics, arts and recreation

by Gary Steinman
gary_steinman@zd.com

⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame

In Control

Every month, yet another peripheral company releases yet another Dual Shock knockoff, and every month the verdict is the same—stick with Sony's pad. Still, these pads seem to be getting a lot closer to the real deal. Case in point: Nyko's **Viper**. Although it's a bit bulky (a positive for those with bigger hands), and the rumble effect isn't quite right, the Viper comes pretty darn close to copying the Dual Shock. Plus, the Viper lets you use the analog sticks in games that don't support it, and has a wheel simulation mode that uses the right analog stick for acceleration and braking. And considering that it's $10 cheaper than the Dual Shock, the Viper is a pretty good deal for budget-conscious gamers.

Nyko $19.99
www.nyko.com

⚙⚙⚙½

VIPER>PSX
NYKO
Saitek PX3000
Saitek PX2500
ANALOG
SHOCK
SELECT
START

Pricey Pads

Rather than releasing a cheap Dual Shock alternative, Saitek is targeting gamers looking for a more robust controller with its **PX2500** and **PX3000** joypads. Both pads are well made and offer a wealth of extras, but these features come at a price, literally. (In fact, the PX3000 costs $20 more than the Dual Shock!) Among the more notable extras are a rotary throttle wheel that controls acceleration and braking, and directional locks on the analog sticks, which confine your movements to either the horizontal or vertical axis. You can also use the analog sticks in games that don't support analog control. While the PX3000 includes superior motion-sensing control, the tilt motor replaces the right analog stick, leaving you with a crippled controller. The pads are also uncomfortably top-heavy due to the location of the shock motors. But despite these flaws, Saitek's controllers are adequate alternatives to the Dual Shock, especially if all these extra features appeal to you.

Saitek (PX2500) $29.95
(PX3000) $49.95
www.saitek.com

⚙⚙⚙

The Big Picture

Want a big-screen TV at small-screen prices? Then be sure to check out the super-fashionable **i-glasses LC** from i-O Display Systems. Built to simulate an 80-inch TV that appears to be floating 11 feet away, the i-glasses feature two high-performance Sony screens, built-in headphones and S-video input for sharp resolution and high-quality stereo sound. Weighing in at a mere 8 oz., the i-glasses are fairly comfortable and can fit easily over prescription glasses while still allowing for peripheral vision. And along with your PlayStation, you can plug in other devices like a DVD player or a VCR. The one major problem, though, is that you can't move your head around too much while playing a game; if you do, the screen follows your head movement for a dizzying effect (it's like trying to watch a TV that's being jerked around).

i-O Display Systems $349
www.i-glasses.com

⚙⚙⚙

Toll Free Order Line: (888) GAME-CAVE
Info Line: (626) 930-1300

GAMECAVE.COM

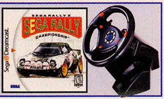
Specials are limited to stock on hand and in most cases quantities are limited. Prices are subject to change without notice. Shipping and handling are extra. Returns subject to evaluation and re-stock fee. Import PlayStation games are not compatible with newer systems. Call for details. Artwork copyright their respective companies. All rights reserved.

Get **Metal Gear Solid VR Missions** for PlayStation with a set of 2 **Pelican Wireless Controllers** for the one low price of just

$59.99

Get Sega's ultimate racing game **Sega Rally 2** for Sega Dreamcast w/ an **Agetec Rally Wheel** for the low price of just

$79.99



Dreamcast

Armada	$44.99	NFL Quarterback Club 2000	$44.99
Caesars Palace 2000	$42.99	Psychic Force 2012	$26.99
Carrier	$49.99	Rainbow Six	$44.99
Castlevania Ressurrection	$47.99	Rayman 2	$43.99
Dark Angel: Vampire Apocalypse	$49.99	Resident Evil Code Veronica	$42.99
Deep Fighter	$43.99	Re-Volt	$43.99
Draconous: Cult of the Wyrm	$40.99	Sega Rally 2	$42.99
Dynamite Cop	$45.99	Shadow Man	$44.99
EGG	$49.99	Soul Fighter	$38.99
Evolution	$49.99	Speed Devils	$44.99
Fighting Force 2	$37.99	Street Fighter Alpha 3	$38.99
Grand Theft Auto 2	$44.99	Tee Off	$37.99
Hidden & Dangerous	$44.99	Test Drive 6	$42.99
Incoming	$44.99	Toy Commander	$45.99
Jeremy McGrath Supercross 2000	$43.99	Vigilante 8: 2nd Offense	$44.99
Jimmy White's Cue Ball	$42.99	Wetrix	$38.99
Microsoft Combat Flight Simulation	$49.99	Wild Metal Country	$49.99
NBA 2000	$45.99	Worms Armageddon	$36.99
NBA Showtime	$42.99	WWF Attitude	$45.99

PlayStation

Alien Resurrection	$34.99	March Madness 2000	$36.99
Army Men Sarge's Heroes	$35.99	Mulan	$34.99
Caesar's Palace 2000	$32.99	NASCAR Rumble	$36.99
Carmageddon	$32.99	NBA in the Zone 2000	$34.99
Chocobo's Dungeon 2	$34.99	NCAA March Madness 2000	$36.99
Crusaders of Might & Magic	$35.99	NHL Blades of Steel 2000	$34.99
Die Hard Trilogy 2	$34.99	Official Formula 1 Racing	$34.99
Elmo in Grouchland	$34.99	Reel Fishing 2	$38.99
ESPN NBA 2000	$34.99	Renegade Racers	$32.99
Fear Effect	$34.99	Road Rash Jailbreak	$37.99
Fighting Force 2	$34.99	Sim Theme Park	$33.99
Intellevision Classics	$24.99	South Park Rally	$36.99
Iron Soldier 3	$34.99	Special Ops	$34.99
Jackie Chan	$34.99	Superbike 2000	$36.99
Jeff Gordon XS Racing	$35.99	Teletubbies	$30.99
Jeremy McGrath Supercross 2000	$36.99	Tiger Woods PGA Tour 2000	$37.99
Knights of Carnage	$30.99	Tomb Raider: The Last Revelation	$34.99
Lego Racers	$35.99	Vermin	$34.99
Lego Rock Raiders	$35.99	Wild Wild West	$34.99

Nintendo 64

40 Winks	$45.99	NHL Blades of Steel 2000	$43.99
Airboardin USA	$43.99	Nuclear Strike 64	$44.99
Army Men Sarge's Heroes	$45.99	Paper Boy	$43.99
Battetanx Global Assault	$45.99	Perfect Dark	$57.99
Battlezone 2	$48.99	Rat Attack	$32.99
Big Mountain	$45.99	Rayman 2	$53.99
Brunswick Circuit Pro Bowling	$44.99	Ready 2 Rumble	$45.99
Caesar's Palace	$48.99	Resident Evil 2	$53.99
Carmageddon	$45.99	Re-Volt	$45.99
Carnivale64	Call	Rocket Robot on Wheels	$44.99
Castlevania: Legacy of Darkness	$45.99	South Park Rally	$45.99
Destruction Derby	$44.99	Space Invaders	$43.99
Donkey Kong 64	$57.99	Starcraft 64	$47.99
Fighter's Destiny 2	$45.99	Supercross 2000	$46.99
Harvest Moon	$48.99	Tony Hawks Pro Skater	$45.99
Jeremy McGrath Supercross 2000	$45.99	Vigilante 2nd Offense	$45.99
Lego Racers	$46.99	V-Rally	$43.99
MK Special Forces	$43.99	World League Soccer 2000	$45.99
NBA in the Zone 2000	$43.99	Worms Armageddon	$40.99

Import Dreamcast

Aero Dancing Todoroki's HD	$54.99	Lune Caster	$54.99
All Japan Pro Wrestling 2	$54.99	Mercurius Pretty	$54.99
Baldur's Gate	$54.99	Metal Max 3	$54.99
Bangaioh	$54.99	New Japan Pro Wrestling 4	$54.99
Black Matrix AD	$54.99	Panzer Front	$54.99
Carrier	$54.99	Rainbow Cotton	$54.99
Dancing Blade Complete	$48.99	Revive	$54.99
Death Crimson 2	$54.99	SNK vs. Capcom	$59.99
Ecco the Dolphin	$54.99	Space Channel 5	$54.99
Elemental Gimmick Gear	$49.99	Space Griffon Hamlet	$54.99
Eternal Arcadia	$54.99	Speed Devil	$54.99
F-1 World Grand Prix	$54.99	Star Gladiator 2	$54.99
Geist Force	$54.99	Street Fighter 3 Dbl. Impact	$54.99
Giga Wing	$54.99	Street Fighter 3 Impact W	$54.99
Grandia 2	$54.99	Super Producers	$54.99
Gundam SS 0079	$54.99	Super Runabout	$54.99
Hiyruu No Ken Retsuden	$54.99	Undercover AD 2025	$54.99
Jo Jo Adventure	$54.99	Virtua On	$54.99
Langrisser Millenium	$54.99	Zombie Revenge	$58.99

Import PlayStation

Beast Wars Metals	$54.99	Gran Turismo 2	$58.99
Bio Hazard Gun Survivor	$58.99	Grandia	$54.99
Brightis	$58.99	Harlem Beat	$58.99
Chocobo Stallion	$58.99	Jo Jo Adventure	$58.99
Countdown Vampires	$58.99	Koudelka	$58.99
Dark Tales from the Lost Soul	$58.99	Legend of Mana	$58.99
DDRevo Append Club Ver. 1	$38.99	Macross Remember Love	$58.99
Devilman	$58.99	Macross VFX	$38.99
Dewprism	$58.99	Macross VFX 2	$54.99
Dragonball Z Legends	$37.99	Panzer Front	$54.99
Dragonball Z U22	$37.99	Patlabor the Game	$54.99
Dragon Quest 7	$58.99	Psychic Force 2	$54.99
Dragonball Final Bout	$37.99	Rival Schools 2	$58.99
Exciting Bass 2	$58.99	Rockman 4 Special	$38.99
Fatal Fury Wild Ambition	$48.99	Rockman 5 Special	$38.99
Final Fantasy Collections	$54.99	Sokaigi	$63.99
Fire Pro Wrestling G	$58.99	Star Ixiom	$49.99
Front Mission 3	$58.99	Valkyrie Profile	$54.99
Gaia Master	$58.99	Wild Arms 2	$52.99

WonderSwan

Beatmania Mini w/ Scratch Pad	$49.99	Langrisser D	$39.99
Chocobo Dungeon	$39.99	Macross World	$39.99
Evangelion	$39.99	MSVS Gundam	$39.99
Ghouls & Ghosts	$39.99	Pocket Fighter	$39.99
Klonoa of the Wind	$39.99	Rockman & Forte	$39.99

DC Accessories

InterAct AC Cable	$6.99	Nyko RF Game Switch	$8.99
InterAct Astro Pad	$21.99	Nyko S-Video Cable	$8.99
InterAct AV Cable	$7.99	Pelican Extension Cable	$7.99
InterAct Quantum Fighter Pad	$24.99	Pelican Memory Card 4 MEG	$28.99
InterAct RFU Adapter	$9.99	Pelican RF Switch	$5.99
InterAct S-Video Cable	$7.99	Pelican S-Video Cable	$6.99

PSX Accessories

InterAct AC Cable	$3.99	Nyko Multi-Tap Adapter	$18.99
InterAct MultiPlayer Adpater	$18.99	Nyko Super Cobra Light Gun	$28.99
InterAct RFU Adapter	$7.99	Pelican 72x Memory Card	$33.99
Nyko AV Adapter	$6.99	Pelican Light Gun	$12.99
Nyko Classic Trackball	$29.99	Pelican S-Video Cable	$6.99
Nyko Extender Cable	$7.99	Pelican X-Wing Controller	$7.99

N64 Accessories

InterAct AC Cable	$12.99	Nyko Hyper Alpha 64	$29.99
InterAct Extension Cable	$7.99	Original Controller	$27.99
InterAct Tremor Pack	$6.99	Original Controller Pak	$19.99
Nyko AC Power Adapter	$18.99	Pelican AV Cable	$7.99
Nyko Extender Cable	$4.99	Pelican Memory Card 256K	$7.99
Nyko Game Switch	$5.99	Pelican Super 64 Analog	$21.99

Game Boy Accessories

InterAct Game Shark	$21.99	Nyko Shock 'n Rock	$19.99
InterAct Mega Memory Card	$24.99	Nyko Worm Light	$8.99
Nyko Pocket Vision	$6.99	Pelican AC Adapter	$5.99
Nyko Power Grip	Call	Pelican Link Cable	$6.99
Nyko Power Pak	$14.99	Pelican Rechargeable Battery	$7.99
Nyko PowerLink	$5.99	Pelican Survival Kit	$24.99

Wallscrolls

Dragonball Z
#24
$19.99

Final Fantasy 8
#12
$19.99

Digimon
#1
$19.99

Cowboy Beebop
#1
$19.99

12" Tall
FINAL FANTASY VIII
ファイナルファンタジーVIII
Vinyl Figure Series
①
②
③
④

These vinyl figures come pre-assembled & painted to pure perfection!

1. Selphie
2. Rinoa
3. Seifer
4. Squall

$39.99 ea.

NeoGeo Pocket

Baseball Stars	$27.99	Metal Slug 2nd Mission (Import)	$39.99
Beat Busters (Import)	$39.99	Neo Cherry Master	$28.99
Biomotor Unitron	$29.99	Neo Dragon's Wild	$28.99
Bust-A-Move	$27.99	Neo Mystery Bonus	$28.99
Crush Roller	$23.99	Neo Turf Masters	$31.99
Dark Arms Beast Buster 1999	$33.99	Pac-Man	$26.99
Digital Primate (Import)	$39.99	Pocket Tennis	$24.99
Fatal Fury	$31.99	Puyo Pop	$27.99
King of Fighters Adv. (Import)	$39.99	Puzzle Link	$26.99
King of Fighters R-2	$31.99	Rockman Pocket (Import)	$39.99
Metal Slug 1st Mission	$31.99	Samurai Showdown 2	$31.99

Game Boy Color

1942	$19.99	Mission Impossible	$23.99
AMF Bowling	$18.99	Muppets	$21.99
Armada: Secret Weapon	$23.99	NBA in the Zone 2000	$23.99
Armorines: Project Swarm	$23.99	Oddworld Adventure 2	$21.99
Azure	$23.99	Polaris Snow Cross 2000	$24.99
Battletanx	$23.99	Rainbow 6	$23.99
Burgertime	$23.99	Resident Evil	$24.99
Carmageddon	$23.99	Return of Ninja	$25.99
Carnivale	$22.99	San Francisco Rush	$23.99
Casper	$23.99	Speedy Gonzales	$23.99
Ghosts & Goblins	$21.99	The Cage	$23.99
Hot Wheels Stunt Track Driver	$25.99	Thrasher: Skate & Destroy	$23.99
International Track & Field	$21.99	Top Gear Pocket 2	$24.99
Knockout Kings 2000	$24.99	Towers: Lord Baniff's Revenge	$22.99
Magical Drop	$23.99	Wicked Surfing	$23.99
Magical Tetris Challenge	$23.99	Worms Armageddon	$23.99

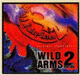
PC Windows

100 Years of Field & Stream	$77.99	Mission Impossible	$24.99
1602 AD	$31.99	MLB ESPN: Sports Center	$15.99
Anachronox	$33.99	MTV Music Generator	$26.99
Blaze and Blade	$24.99	No Fear Mountain Biking	$26.99
Boarder Zone	$25.99	Official Formula 1 Racing '99	$22.99
Cabelas Big Game Hunter 3 Exp. Pack	$17.99	Operational Art of War: Elite Edition	$38.99
Dark Reign 2	$38.99	Operational Art of War: War Game of the Year	$26.99
Dawn of War	$21.99	Pro 18: World Tour Golf	$35.99
Die Hard Trilogy 2	$36.99	Risk 2	$32.99
Dukes of Hazzard	$21.99	Silent Hunter 2	$40.99
Extreme Drag Racing	$15.99	Soldier of Fortune	$44.99
Giants	$44.99	Star Trek Armada	$44.99
Half Life Team Fortress	$42.99	Star Trek Klingon Academy	$44.99
Hired Guns	$37.99	Star Trek: New Worlds	$44.99
Imperial Conquest	$40.99	Star Wars: Force Commander	$37.99
Imperium Galactica 2	$35.99	Super Hornet F-18	$41.99
Le Mans	$24.99	Team Fortress / Half Life Squadron	$42.99
Magic the Gathering: Gold	$23.99	Test Drive Cycles	$24.99
Metal Fatigue	$38.99	Wings of Destiny	$37.99

Import Music

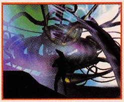
Shenmue Orchestra
$19.99

Final Fantasy 8 Arranged
$39.99



Wil Arms 2nd Ignition
$23.99

Bust a Move 2 Original	$23.99	Final Fantasy 6 Grand Finale	$19.99
Chrono Trigger Orig. 3CD	$42.99	Ghost in the Shell Anime Orig.	$28.99
Dracula X PS Original	$14.99	Panzer Dragoon Azel Complete 2 CD	$39.99
Dragonball & Dragonball Z	$48.99	Sailormoon Song Box 6CD	$62.99
Evangelion S2 Works 6CD	$72.99	Xenogears Original 2CD	$29.99



MDK 2
U.S. Dreamcast
$42.99

Tron Bonne
U.S. PlayStation
$30.99

Cyber Tiger
U.S. Nintendo 64
$46.99

Ultima Ascention
Windows
$38.99

At gamecave.com you'll not only find the best deals on the hottest video games, import music, action figures, DVD, and more, you'll also find product descriptions, screenshots, codes, movies and more. Visit today for the ultimate in online shopping!

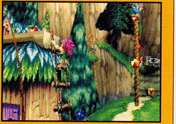
Looking 4 More?

Visit Our Web Site: www.gamecave.com

Tomba! 2: The Evil Swine Return

Players	1	Developer	Whoopee Camp
Availability	Now	Publisher	Sony CEA
Analog Compatible	Yes	Genre	Action

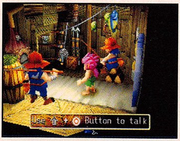
✕	Jump
○	Use Weapon/Talk
□	Crouch/Animal Dash
△	Adventure Notebook
L1	Cycle Weapons Left
L2	Not Used
R1	Cycle Weapons Right
R2	Not Used



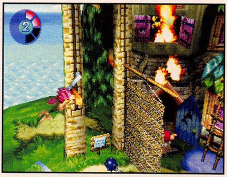
Think Pink
Tomba's hair is even more frightening now that it's rendered with polygons.

What is it?

The follow-up to cult favorite platformer Tomba! brings our favorite pink-haired hero into the third dimension.



Use ↑ + ◎ Button to talk

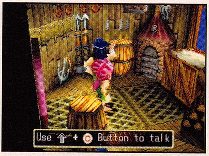


What to expect in the full game:

A variety of items, weapons, pants, and clothing; 2.5D environments and exploration; tons of quests and mini-quests; narrating sidekick Zippo; and if you're a pig, TOMBA KISS YOU!!

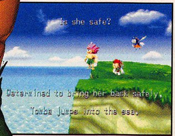
Our advice:

Tomba! 2 improves over the original's appearance in several respects, but the graphical overhaul could perplex players not familiar with the series' trademark gameplay. The most important thing about Tomba's gameplay is that Tomba! is not a full 3D adventure, like Mario 64 or Spyro the Dragon, but a 2D platforming adventure displayed in three dimensions, like Namco's Klonoa. Just because you can see a location doesn't mean that you can reach it; and just cause you can't reach a location directly doesn't mean it's inaccessible. An assortment of perpendicular "nodes" connects left-right and near-far paths; Tomba can only navigate the environment along these preset paths. Learn their locations well to fully explore the environment.



Use ↑ + ◎ Button to talk

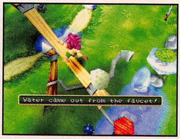
The neon-coiffed Tomba starts his adventure with one goal in mind: save the burning hut! More goals are added to your list as you play, so pay attention to the Adventure Log. The first thing you'll need to extinguish the flames is a bucket with which to carry the water. Find one hanging from a rope on the right side of the village. Take the bucket back to the seesaws and jump on one until water bubbles pop out of the faucet. Catch a bubble in the bucket and take it to the man in front of the burning hut. Give the man the bucket by "using" it in front of him. Two trips are all it takes!



Is she safe?

Determined to bring her back safely.

Tomba jumps into the sea.



Water came out from the faucet!

Once the fire's out, a new quest begins. The net across the bridge is down, and the man at the house on the point is looking for a star-shaped cog. From here, you can search the drying net near the burning house for the cog, or waste time hatching chicks and bringing them to their mother's nest; what you do next is up to you! Unfortunately, the demo has a time limit of 15 minutes, so your exploration is artificially limited.

Did you try

Changing Tomba's sexy clothing? He's got the duds to match the hair, that's for sure! The turbo pants give you an incredible burst of speed. The Kokka Clothes let you glide through the air. And the amazing Squirrel Clothes turns Tomba into the most suavely dressed character this side of Tanooki Mario. Flapping and floundering in a flying squirrel outfit is guaranteed to gain the envy and admiration of all your peers.

Each of Tomba's weapons has strengths and weaknesses, too. The general purpose Blackjack has excellent range and mobility, but the slower-moving Hammer packs a real punch. Tomba can obtain a boomerang later in the demo, whacking his enemies from a distance and picking up out-of-reach items. Don't forget to charge up your weapons for a more powerful attack.

But there's no weapon that can ever take the place of a good, old-fashioned leap-on-the-back…

OPM psychic sez:

Isn't it amazing how I got through this entire preview without using the phrase "pig-humping"? Oh, crap. Well, breach of journalistic etiquette side, Tomba looks like wholesome gaming fun for both lovers of platformer games and the "other white meat."

Tomb Raider: The Last Revelation

Players	1	**Developer**	Core
Availability	Now	**Publisher**	Eidos
Analog Compatible	Yes	**Genre**	Adventure

✕	Action
○	Forward Roll/Twist Jump
□	Jump/Twist Jump
△	Draw/Holster Weapon
L1 + directional	Look
L2 + directional	Crouch/Crawl
R1 + directional	Walk/Sidestep
R2	Dash (while running)

Tush Push

Thanks to the new single skin technology, Lara looks even better... from any angle.

What is it?

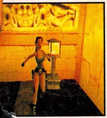
The fourth title in the Tomb Raider series is, according to designers at Core, a return to the series' roots: raiding tombs. The entire title is set in Egypt, giving Lara a fantastic supply of puzzles to solve, mysteries to unravel and stony, torch-lit environments to explore.

What to expect in the full game:

The longest quest in the series' history; single-skin technology for smoother character models without split joints; bump-mapping for 3D textures; new puzzle types based on new moves and inventory; ability to combine items to create enhanced weapons and new artifacts; ropes for multi-level environments; virtually exploitive 16-year-old Lara Croft.

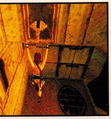
Our advice:

Unfortunately, this demo is a bit buggy. The problems arise when you enter the menu screen or pause the game; at that point, the demo has a tendency to freeze up. We suggest you spend time exploring the demo level and enjoying the enhanced graphics and Lara's new look. Also keep in mind that this demo isn't an actual level in the game; rather, it's a mishmosh of different levels and areas throughout the game. So don't worry about trying to complete the level, since there is no real objective here anyway.



OPM psychic sez:

If you liked the previous Tomb Raider games, Last Revelation will be right up your alley, especially since Last Revelation marks a return to those elements that made the original game so compelling. Unfortunately, if you didn't like other Tomb Raider titles, Last Revelation offers little to win you over. You know on which side of the coin you fall; purchase and play accordingly.



SuperCross Circuit

Players	1-2	**Developer**	Idol Minds
Availability	Now	**Publisher**	989 Sports
Analog Compatible	Yes	**Genre**	Racing

✕	Accelerate
○	Throttle Burst
□	Brake/Hard Steer
△	Look Back
L1	Not used
L2	Trick Button 2
R1	Throttle Burst
R2	Trick Button I

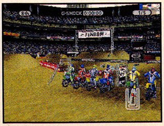
What is it?

Authentic SuperCross dirt bike action.

What to expect in the full game:

16 professional riders, 25 Super Cross and MotoCross tracks, "local" tracks, track editor, realistic "MotoPhysics," realistic wear and tear on tracks. The developers of Cool Boarders 4 have been working overtime to add a wealth of realistic features to this game.

8th
G-SHOCK 0:20:30
2/5



Our advice:

SuperCross moves very, very quickly, so familiarity with the course (and the controls) is a must. Goosing the throttle on the big jumps will get you lots of air and give you a much-needed jump on the competition. Cut the turns and blast the jumps and you should have no trouble getting and maintaining a lead. Our other advice is to keep the sound down—the incessant whine of MotoCross engines can really get to you.

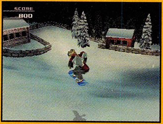
OPM psychic sez:

The sport may be dirty, but SuperCross is good, clean fun.

MTV Sports Snowboarding

Players	1-2	**Developer**	Radical Ent.
Availability	Now	**Publisher**	THQ
Analog Compatible	Yes	**Genre**	Sports

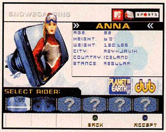
✕	Jump/Tail
○	Switch Stance/Melon/Method
□	Ollie/Railslide
△	Nose
L1	Rotation
L2	Tricks (with other buttons)
R1	Rotations
R2	Tricks (with other buttons)



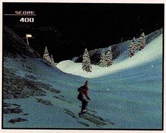
Boards and Beats
While getting big air on the slopes, you can listen to some of the latest hipster music from the likes of Ministry and Blink 182.

What is it?
Serving up trick-oriented extreme snowboarding from those masters of style at MTV, this is the unofficial sequel to last year's excellent X Games Pro Boarder from Electronic Arts.

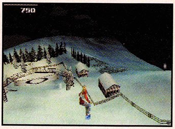
What to expect in the full game:
Five game modes—qualifying, challenge, create-a-park, head-to-head and training; five separate events: HalfPipe, Slopestyle, Big Air and two Mountain X Courses; MTV-style presentation; six Riders; five different mountains; spacious, non-linear courses; create-a-park function; tons of tricks and characters; requisite licensed clothing, boards; killer musical soundtrack by Face to Face, Fear Factory, Blink 182, Ministry, Lagwagon, H20, Ten Foot Pole, Pulley, JOI and Voodoo Glow Skulls.



ANNA
AGE: 22
HEIGHT: 5'0"
WEIGHT: 130 LBS
CITY: REYKJAVIK
COUNTRY: ICELAND
STANCE: REGULAR
SELECT RIDER:
BACK
ACCEPT



Our advice:
This limited demo only lets you run down a Norway "training" course, but it graciously gives you a choice of two boarders: Anna and Mitch. Anna heralds from Iceland and is fairly quick on the downhill runs. Mitch is from Canada, but we won't hold it against him. (Just kidding, Canadians, we love you!) Mitch can pull out the tricks like nobody's business. Both are well-rounded characters, though, so you really can't go wrong.



One of the title's best points is that instead of limiting you to a narrow, downhill run, it gives you access to nearly the entire mountain. Take advantage of this freedom by carving around trees, jumping over rails, and exploring every nook and cranny of the slope. Try to catch air and combo two or more tricks together—the trick system is quite intuitive and makes it easy to combo tricks together. Leap onto rails and grind for extra points. Use R1 and L1 while you're in the air to adjust your rate of spin and plant the perfect landing. After a few practice runs, you'll be boarding like a pro.

***OPM* psychic sez:**
Snowboarding titles may be a dime a dozen this time of year, but with its smooth control, expansive environments, and authentic style, MTV Snowboarding stands out from the rest.

Ballistic

Players	1-2	**Developer**	Infogrames
Availability	Now	**Publisher**	Infogrames
Analog Compatible	No	**Genre**	Puzzle

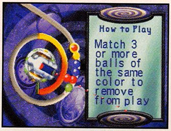
✕	Shoot a ball
○	Shoot a ball
□	Shoot a ball
△	Not used
L1	Not used
L2	Not used
R1	Not used
R2	Not used

LEVEL
6
SCORE
1730
PLAY TIME
02:14

What is it?
A puzzle game in which you shoot colored bubbles to form same-colored groups. It may sound like Bust-a-Move, but this game has a twist—literally.

What to expect in the full game:
Three modes: panic, stage and split-screen two-player; three difficulty levels; lots of spiraling bubble fun.

Our advice:
Ballistic has a ridiculously simple control scheme, but you'll soon find the title hides a lot of strategy. Connecting three-of-a-kind is very effective, but as the speed increases, you'll find yourself in need of further strategy. It's important to note that the bubbles are pushed from the end of the stack; if you can separate a group of bubbles out front, it will remain stationary until the rest of the stack catches up and starts pushing it again. Also, if three of the same color bubbles are adjacent to each other after another bubble group breaks, they will connect and break to form a "chain." This makes it most beneficial to play toward the middle of the stack, as opposed to the ends. Judicious bubble placement before breaks can lead to lots of chains and massive points!



How to Play
Match 3 or more balls of the same color to remove from play

LEVEL
1
SCORE
0
READY

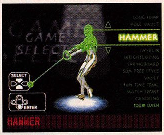
***OPM* psychic sez:**
Puzzle games usually aren't lookers, and Ballistic is no exception. But beneath the simple surface lies a game of surprising depth. Good fun for puzzle freaks.

Int. Track & Field 2000

Players	1-4	**Developer**	Konami
Availability	Now	**Publisher**	Konami
Analog Compatible	Yes	**Genre**	Sports

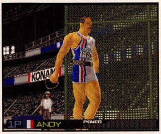
✕	**Finish/Throw Hammer**
○	**Run/Turn**
□	**Run/Turn**
△	**Not used**
L1	**Not used**
L2	**Not used**
R1	**Not used**
R2	**Not used**

100M DASH WR 9.79 QUALIFY 11.26
0.00 sec
ON YOUR MARK
1P ANDY
2P COM2
3P COM3
4P COM4



What is it?

Konami's Track & Field games have always given gamers an authentic simulation of Olympic sports action—or, at least, an outlet for venting their frustration at the world via rapid and repetitive button pushing. With the 2000 Summer Olympics just around the corner, Konami has released a new edition of their multi-event classic. Of course, the game came out in winter 2000, but there's no accounting for release schedules.



What to expect in the full game:

Fully polygonal graphics; four-player simultaneous; Arcade and Competition modes; 12 events: 100m Dash, Long Jump, Pole Vault, Hammer, Javelin, Weightlifting, Springboard, 50m Freestyle Swim, Vault, 1km Cycling, Cycle Sprint, and Canoeing; 12 countries: Australia, Canada, China, France, Germany, Great Britain, Japan, Kenya, Netherlands, Russia, Spain and USA.

Our advice:

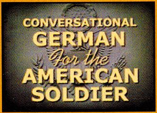
How to Win at Track & Field in One Word: SPEED. It's all about the button mashing, baby. So the best advice isn't strategy or technique—after all, how much strategy can there be in a sport where you run in a straight line? The best advice is how to hold the controller. Place the controller against your leg or on the floor so that it's stable, then use the pointer and middle finger of your right hand to alternatively pound the Square and Circle buttons. If you're not screaming from blistering pain, then you're not pressing fast enough, maggot!

***OPM* psychic sez:**

The gameplay isn't any deeper, but the button mashing is as ferocious as ever. If you liked Konami's other Track & Field titles, then check out the 2000 version.

Medal of Honor

Players	1	**Developer**	Dreamworks Int.
Availability	Now	**Publisher**	Electronic Arts
Analog Controller	Yes	**Genre**	Action



What is it, and why should I care?

The closest thing to a Saving Private Ryan game, this Stephen Spielberg approved WWII sim looks hot. Covert action behind enemy lines; authentic WWII action and FMV sequences; 30 different levels; 15 weapons; and three different two-player modes. Captain Dale Dye, USMC (retired) (*Platoon, Saving Private Ryan*) consulted on the game.

***OPM* video critic sez:**

We've seen this video before, but it still rocks. The soundtrack is great, and it's nice to see the designers don't take themselves too seriously, despite a serious and fantastic game. Thumbs up!

Hot Shots Golf 2

Players	1	**Developer**	Sony CEI
Availability	March 2000	**Publisher**	Sony CEA
Analog Controller	No	**Genre**	Sports

What is it, and why should I care?

Hot Shots Golf was a golf game "for the rest of us," offering humorous, simple, yet surprisingly deep golf gameplay. After the success of the original, a sequel was a no-brainer. With all-new characters (including secret characters Crash and Spyro) and a totally revamped graphics/terrain engine, Hot Shots Golf 2 may be "golf for everybody."

***OPM* video critic sez:**

If it looks like a great golf game, and it plays like a great golf game, then it must be a great golf game. And from this movie we know Hot Shots Golf 2 definitely looks like a great golf game! Thumbs up.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the *Official U.S. PlayStation Magazine* that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replacement services.

This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect or breakage during shipment. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA.

ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

DEMO DISC PRODUCERS
Jessi Harrison
Gary Barth
Perry Rodgers
PRODUCT MANAGER
Shelley Ashitomi
EXECUTIVE PRODUCER
Andrew House
AUDIO
Buzz Burrowes
Chuck Doud
MUSIC COMPOSITION
Nathan Brenholdt
QA SUPERVISORS
Chris Caprio
Charles Delay
LEAD TESTERS
Tim Duzmal
Derek Rayla
Ken Chan
PROGRAMMING AND INTERFACE ARTWORK BY LIFELIKE PRODUCTIONS, INC.
LEAD PROGRAMMER
William Bohan
3D ARTIST
Philip Williamson
Jason Robinson
PRESIDENT
Katherine Williams
TECHNICAL DIRECTOR
Tim Edwards
CD ANIMATION INTRODUCTION BY
Secret Weapon
CREATIVE DIRECTOR
Mike Tyau
CHIEF BUSINESS STRATEGIST
Wes Harris
DIRECTOR OF OPERATIONS
Ryan Ramirez
SPECIAL THANKS
Jon Manahan
Michelle Manahan
Kathleen Lynch
Karen Borowick
Kerry Hopkins
Riley R. Russell

OPM Demo Disc is published monthly by Sony Computer Entertainment America Inc., 919 E. Hillsdale Drive, Foster City, CA 94404. All titles shown herein are trademarks of and copyrights of their respective publishers and/or their licensors.
See individual screens for details. ©1999 Sony Computer Entertainment America Inc.
Please submit all related demo disc inquiries to: OPM Demo Disc, Inquiries, 919 E. Hillsdale Drive, Foster City, CA 94404

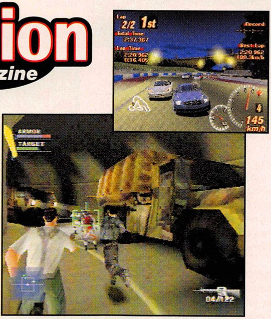
Next Month

A look ahead at our next issue

Official U.S. PlayStation Magazine

March 2000

On sale Feb. 15



Now that you've gotten a peek at Syphon Filter 2, we're sure you're starving for more information on this sure-to-be blockbuster game. We've got what you need to fulfill that craving with an in-depth exclusive look at 989 Studios' new action-packed spy adventure. Heck, we're even including a playable demo on March's disc! Then, be sure to check out our massive Gran Turismo 2 strategy guide; we'll have you racing like a pro in no time! Also, find out which games win *OPM*'s highly coveted annual awards, and read all the latest reviews and previews on the hottest games for both the PlayStation and the PlayStation2.

Check Out Our Next Demo Disc!

PLAYABLES: SYPHON FILTER 2, ACE COMBAT 3, MTV MUSIC GENERATOR, SPYRO 2, CTR: CRASH TEAM RACING, FINAL FOUR 2000, TWISTED METAL 4, SILENT BOMBER, BRUNSWICK BOWLING 2 NON-PLAYABLES: VIGILANTE 8: SECOND OFFENSE, TEST DRIVE CYCLES, ALUNDRA 2

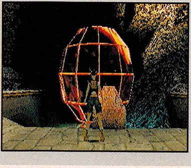
Editorial content subject to change

ELECTRONIC GAMING MONTHLY

On sale now

EGM brings you all the details on the most eagerly awaited Dreamcast game for the first quarter of the year: Crazy Taxi. Don't miss the minigames, the extras plus an in-depth interview with the man behind the game, Kenji Kanno. Also in this issue:

- More PlayStation2, X-Box and Nintendo Dolphin details.
- Tomb Raider: The Last Revelation. Is it Lara's greatest mission? Or just another rehash of the same old crap? Find out in *EGM*'s definitive review.
- Donkey Kong 64. Is it Rare's finest hour? Or could you spend $70 more wisely?
- Zillions of tricks and codes for all the big holiday games.



EXPERT GAMER

On sale Jan. 25

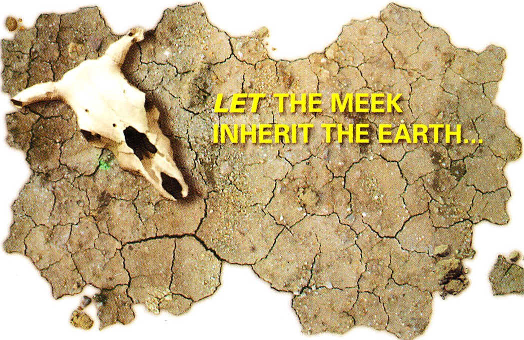
Burn rubber with *XG* as we begin Y2K with Gran Turismo 2. With more than 500 cars and 20 tracks, this meaty racing sim will keep you video gearheads happy for quite a while. We'll also give Pokémaniacs reason to rejoice with our new monthly Pokémon section, beginning with a look at Pokémon Gold and Silver. We also have excellent guides for Tomba! 2 and Harvest Moon 64, and we'll give you the second half of our strategies for DK 64, Tomb Raider: TLR and Vandal Hearts II.

オーダイル♂:L38
チコリータ♂:L14
39/ 39
▶たたかう リュック
ポケモン にげる

Advertiser Index

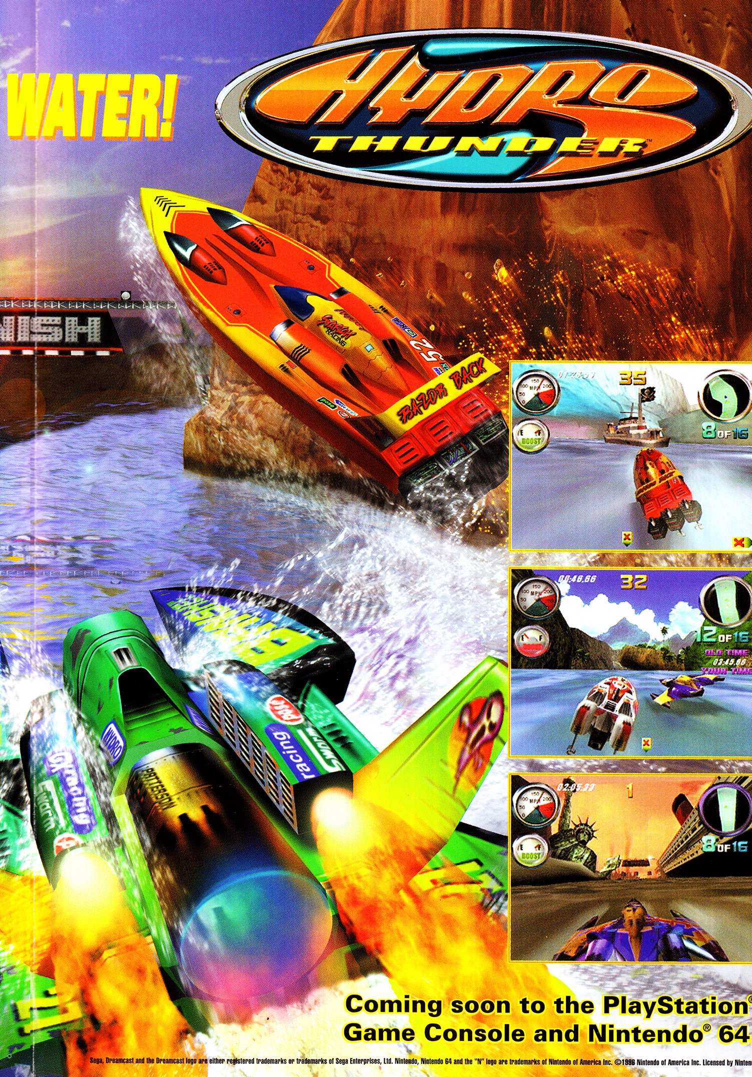
Official U.S. PlayStation Magazine

3DO	4-5, 48-49, 61, 63
www.3do.com	
Acclaim	14-19, 65
www.acclaim.com	
Activisio	23
www.activision.com	
Capcom	42-43, 76-77
www.capcom.com	
Crave Entertainment	26-27
www.cravegames.com	
Ecko Unlimited	7
www.eckounlimited.com	
Eidos Interactive	8-9, 126
www.eidosinteractive.com	
Fox Interactive	51, 53, 55
www.foxinteractive.com	
Game Cave	117
www.gamecave.com	
Infogrames	57
www.infogrames.net	
Interplay	44-45, 69, 99
www.interplay.com	
Konami	85
www.konami.com	
Midway	123-125
www.midway.com	
Namco	58-59
www.namco.com	
Psygnosis	41
www.psygnosis.com	
Puzzle Me Inc.	115
www.puzzleme.com	
Sony Computer Entertainment	2-3, 33-39
www.sony.com	
Southpeak Interactive	31, 91
www.southpeak.com	
Square/EA	24-25, 66-67
www.squaresoft.com	
Take 2 Interactive	11, 47, 71
www.take2games.com	
THQ	21
www.thq.com	
UGO	74
www.ugodirect.com	
Wind-up Entertainment	73
www.wind-upent.com	
Working Designs	97
www.workingdesigns.com	
ZD-ZDNet	111
www.zd.com	


LET THE MEEK
INHERIT THE EARTH...

THE REST OF US WILL TAKE THE
FIN
GX
GX RACING
20
EVERYONE
E
CONTENT RATED BY ESRB
PlayStation
NINTENDO64
Sega Dreamcast
MIDWAY
www.midway.com

HYDRO THUNDER ™ & © 1999 Midway Home Entertainment Inc. All rights reserved. MIDWAY is a trademark of Midway Games Inc. Used by permission. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

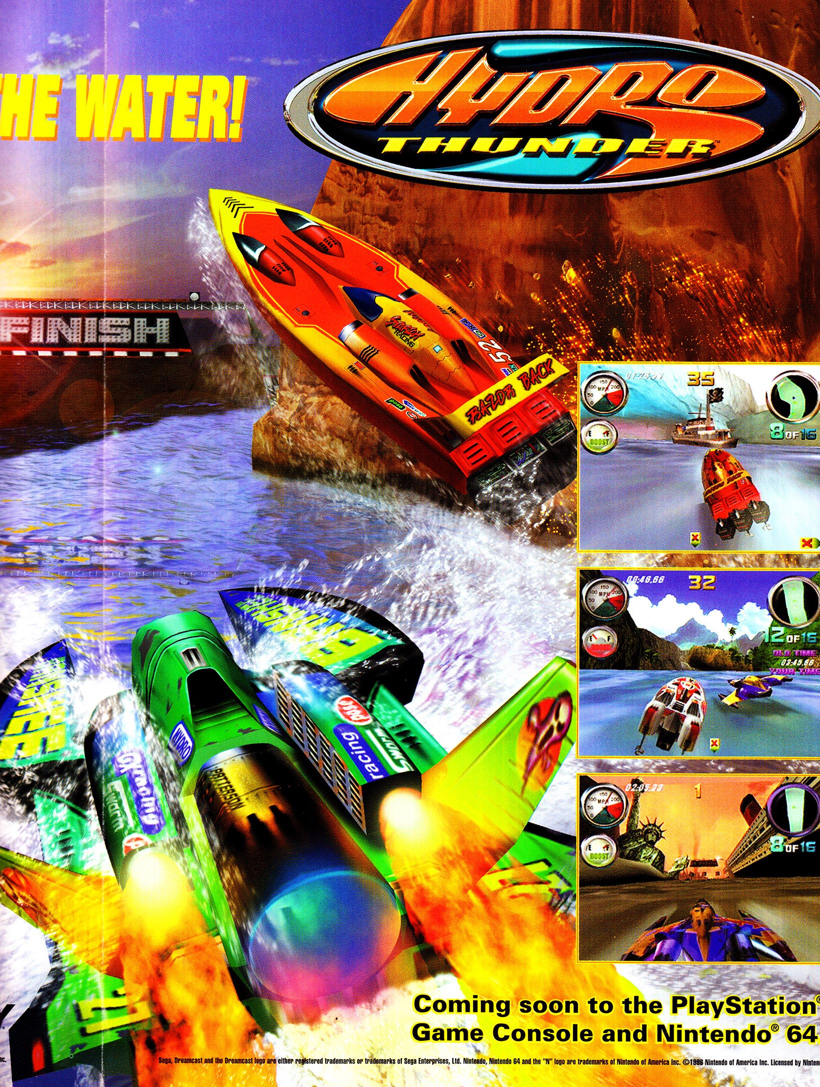

WATER!
HYDRO THUNDER
FINISH
RAZOR BACK
35
8 OF 16
32
12 OF 16
OLD TIME
YOUR TIME
1
8 OF 16

Coming soon to the PlayStation® Game Console and Nintendo® 64

Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Ninten

THE REST OF US WILL TAKE THE W
20
FINI
GX
GX RACING
EVERYONE
E
CONTENT RATED BY ESRB
PlayStation
NINTENDO 64
Sega Dreamcast
MIDWAY
www.midway.com

HYDRO THUNDER ™ & © 1999 Midway Home Entertainment Inc. All rights reserved. MIDWAY is a trademark of Midway Games Inc. Used by permission. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc.

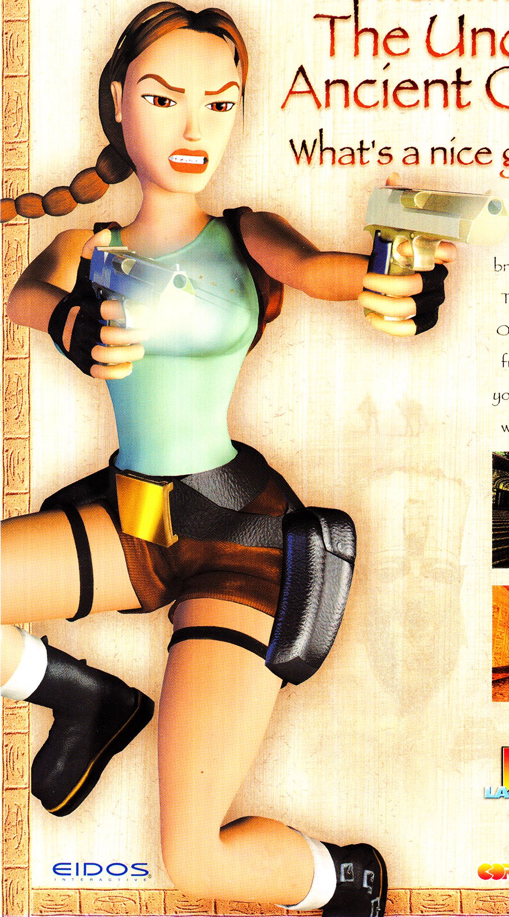

HE WATER!
Hydro Thunder
FINISH
RAZOR BACK
35
8 OF 16
BOOST
00:46.66
32
12 OF 16
OLD TIME
03:45.66
YOUR TIME
02:05.33
1
8 OF 16
BOOST
Coming soon to the PlayStation®
Game Console and Nintendo® 64

nc.

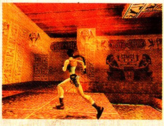
Sega, Dreamcast and the Dreamcast logo are either registered trademarks or trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. Licensed by Ninten

Mummies. The Undead. Ancient Curses.

What's a nice girl to do?



Meet Lara Croft. Beauty, brains and brawn of Tomb Raider: The Last Revelation. Out to save the world from a deadly curse, you can bet it won't be with her good looks.



TOMB RAIDER
THE LAST REVELATION®

tombraider.com

EIDOS
INTERACTIVE

CORE

PC CD

TEEN
T
CONTENT RATED BY
ESRB

PlayStation®

TOMB RAIDER , LARA CROFT, and CORE are trademarks of Core Design Ltd. EIDOS is a registered trademark of Eidos Interactive. Copyright 1996-1999 Eidos Interactive and Core Design Limited. All Rights Reserved. All other trademarks are the property of their respective owners.PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association.

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at www.retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!